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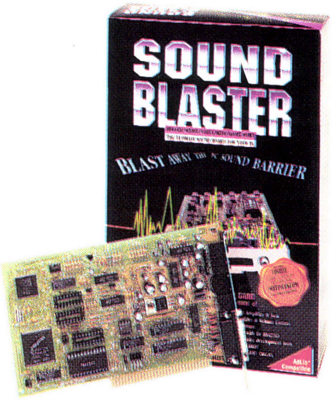

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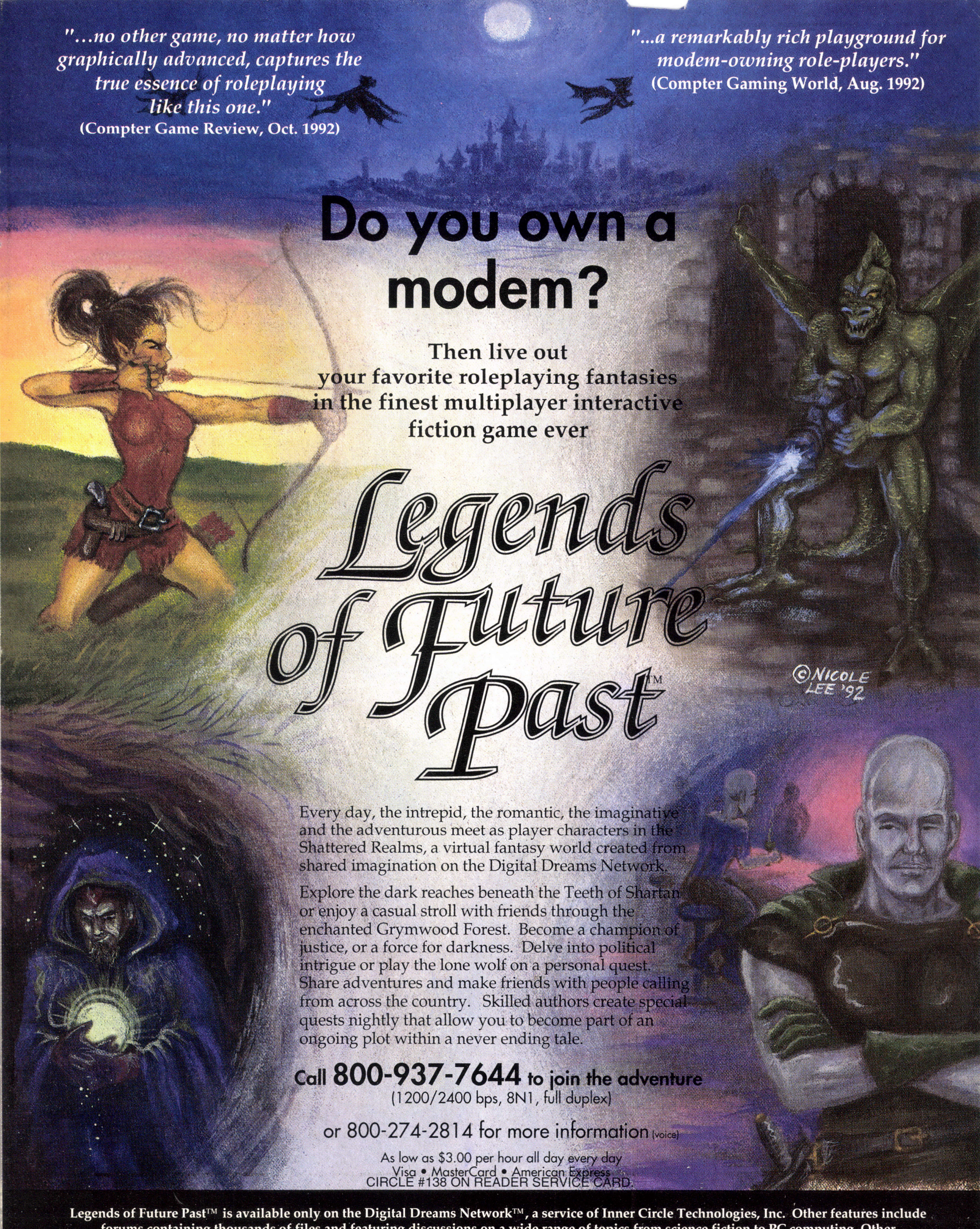

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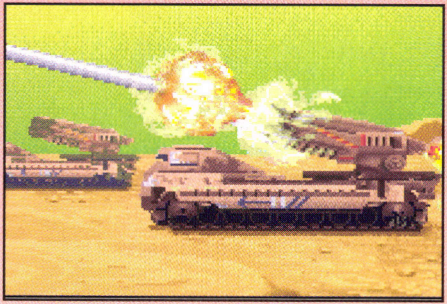

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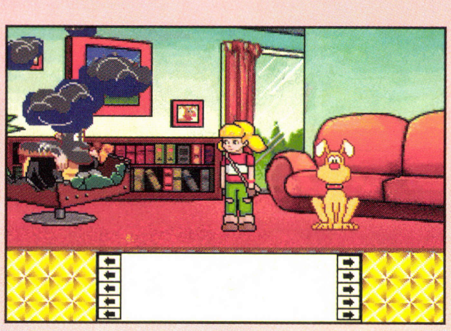

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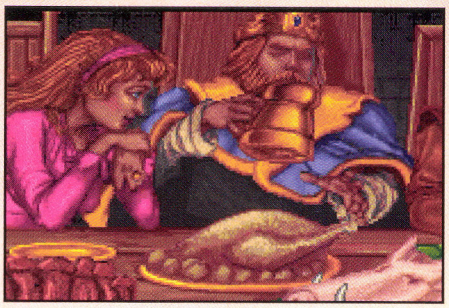

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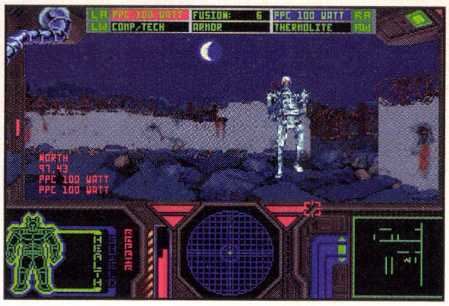

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Rick Zalud, Computer Game Review

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Dave Moskowitz, Video Games and Computer Entertainment

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C> INITIALIZE

A NEW YEAR, A NEW LOOK. . .

As you can tell by this page and the contents page before it, we've been busy at **CGR** this month. This issue marks several changes for this magazine, the most major and obvious of which is our new look. We will still give you the same information we've always given you. The Tech-Specs in the Reviews, Previews and Child Support sections have stayed the same. Only the look of the pages has changed.

The other news we've got for this month is a list of new features that will be coming to you every month. To start with, we will now run a regular section for reviews of on-line games. While we've reviewed a couple in the past, we're now making the commitment to this part of the computer world. Look for at least one and sometimes more reviews on on-line software and modem systems.

We're also now including a section on play-by-mail games. For the uninitiated, these are fantasy and/or strategy games in which players send in their turns to a central office, where the all of the input from all of the players is computed to create the results of the action. It's sort of like playing chess by mail with a few dozen people at once. For those who play them, there is no substitute for a "care package" from their favorite PBM game.

Since add-ons and accessory software are becoming more and more prevalent, we have decided to quit reviewing them in the Best of the Rest section. Instead, add-ons and accessories now have their own column. Look here every month for the latest expansion disks, new missions and game upgrades.

Finally, **CGR** is entering the realm of fandom with the Fandom Central column. As mentioned by Contributing Editor Arnie Katz in his column last month, gaming fandom is made up of people who genuinely love computer games. In other words, they're just like you and me. They love games so much that they produce small magazines to tell others what they think about the games they're playing. Fandom is interesting, often exciting and usually fun, and we hope this column does nothing but help it continue in the right direction.

People have asked us if we will review "classic" software or reprint some of our older reviews. While we won't be doing that exactly, expect some blow-out sections in the upcoming months that tackle different game styles en masse. War and conquest games, adventure and action games, role-playing and sports games as well as hardware and the two CES shows will all be featured at one time or another during the course of each year. We'll take a look at what's come out, what's on the way, the trends we see and where we'd like products in the specific category to go in the future. Expect these sections several times a year.

All of this is in addition to the information you've come to expect from us. If you've got some other suggestions of columns you'd like to see, drop us a line!

STEVE HONEYWELL
Editor

"People have asked us if we will review 'classic' software or reprint some of our older reviews. While we won't be doing that exactly, expect some blow-out sections in the upcoming months that tackle different game styles en masse. War and conquest games, adventure and action games, role-playing and sports games as well as hardware and the two CES shows will all be featured at one time or another during the course of each year. We'll take a look at what's come out, what's on the way, the trends we see and where we'd like products in the specific category to go in the future. Expect these sections several times a year."

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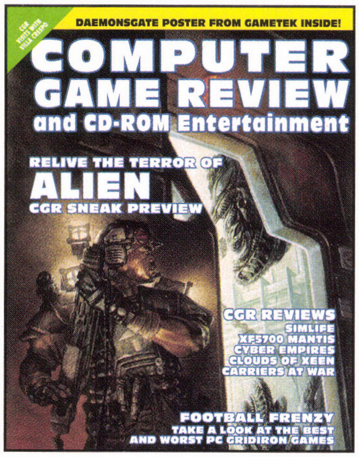

PC vs. SNES . . .

Dear **CGR**:

In response to Computer Confidential, Nov. '92 issue:

With the introduction of the SNES failing to reach the success of the original, one is led to believe that the home game experience is losing wind. (I doubt people will dish out even more money for an updated version of an already tired product.)

The computer player, however, is a different breed. He or she is at home with the computer environment. As long as there is work [being done] on the computer, there will be recreation on the computer.

[On the other hand,] home gaming systems have to compete with other recreational uses of the television.

Chris Vogler
Cole Camp, MO

These are pretty strong statements, Chris, but you do make a few good points. I agree that computer gaming will be around as long as there are computers, and I think it's quite possible that the video game systems may eventually fall by the wayside. However, I do not think these systems are flagging yet.

True, the SNES has not had the kind of sales the 8-Bit Nintendo did, but frankly, what other system has? The SNES has done pretty well, and hits like Street Fighter II only add to the appeal of the system. Don't expect the SNES or other home systems to fold any time soon.

Finally, the computer does compete with television, in a way. You can't watch a show and devote yourself to the latest title, much in the same way a player can't play their latest SNES cart and watch T.V.

SPECIAL OPS . . .

Dear **CGR**:

Last week I was walking around in the new Pittsburgh International Airport waiting for my flight back to Raleigh. I had an hour to kill, so I went into the on-site software store. I was frustratingly looking for a new game worthy of buying. I didn't spot anything, so I went to browse the magazines. I was just about to leave when I caught a glimpse of the cover of your magazine. I picked it up, thinking "Wow, finally a magazine that reviews CD-ROM games." I read on. . .

I was very surprised to read some of the best reviews on some of the latest software I have seen in awhile. Your magazine not only gives a good overview of products, but it gives an opinion. That's something I haven't seen in any other magazine that reviews PC games. One of the best aspects of your magazine is that you have a large section for write-ins from readers. All in all, your magazine gives a different, and in many ways superior, point of view. Keep up the good work.

I read the write-in from Bob "Kitty Litter" Fagan, and I have some tips that may prove helpful. Yes, Kitty Litter, the final mission in Special Ops 1 is beatable. I had trouble with it, but I can beat it pretty handily now. When you engage the fighters, only use front on or side gun shots. Do not go in on their rear turrets. When you have all the fighters down, you should be in a one-on-two situation. One of the Fralthra should have some damage, and hopefully you still have some shielding and armor protection. What you need to do is fly to about 15-20,000m from the two capital ships. Use your F9 key to cycle through a tracking view to one of the Fralthra. Go back to your cockpit using F1. You should have the Fralthra in your target designator box. Lock it up and arm the torpedo. Wait until the torp is locked and throttle up to max speed. Don't head straight toward it! You should be flying on a course to miss the Fralthra

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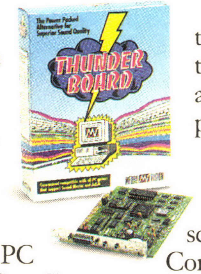

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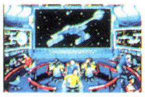
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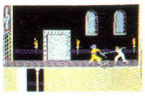
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by a comfortable margin, but not so far off as to lose torp lock. When you enter gun range, give your burners a single burst. The Fralthra will fire their anti-matter cannons, but they should miss you. You have a very small maneuvering space, so the only thing you can do to evade is use your burners. Be warned; burners will get you there in a big hurry and you might have to wave off. Launch your torps at 3,000m and turn-and-burn. Hopefully, the Fralthra will go up in smoke. Two more torps will do it for the second one. The second one should prove to be easier because it will only be able to fire one anti-matter burst. When you are done, go home and see the celebration. Good luck.

Col. Jeremy "Velocity" Richardson
Chapel Hill, NC

Thanks for the assist and the nice comments, Velocity. A special thanks also goes to Craig "Kittykiller" Lingelbach of Prince George, BC, Canada for virtually the exact same strategy. Sorry, Craig, we got Velocity's letter the day before yours! Craig also asks for a comparison between the ultra high-end Mac and PC. Personally, for games, the PC wins hands down. I think it's just set up for games better than the Mac is, although there have been some great Mac games, too. I think they look and control better, in general (with the possible exception of any Maxis game). As far as price is concerned, there's just no contest. Craig also asks what the record for Wing Commander kills is. He's claimed an impressive 859 with just Wing II and Special Ops 1. Any takers to this? Kitty Litter, Velocity, and Kittykiller! I'm glad no one wrote in with my Wing Commander name, Psycho!

AWARD TIME . . .

Dear **CGR**:

Congratulations on your largest issue yet (Nov., 1992) and here's hoping it'll continue to increase. Now, I think it's time for some annual awards!

Best New Column: The Game Doctor. I've enjoyed reading advice from the doc since the first new video mags came out. Hang on, doc. I'm sure the questions will start pouring in soon.

Best New Feature: Hard Drive Space in the Review Breakdown. A lot of people consider copy-protection information important, but I'd much rather know how much space I'll need to clear off my puny 40mb hard drive before I buy a game. (And now, let's bow our heads in a moment of silence for the dearly departed interest graph. . .nah!)

Best Ad: It has to be Sega Genesis' "Nerd" ad (Nov., '92 page 43). The "Genie and the Sneeze" wars have really headed up since the "Nintendo is what Genesisn't" and "Genesis does what Nintendon't" ads. I can hardly wait for "The Big N's" comeback!

Dirtiest Trick: This award goes to Origin for designing Ultima VII for 386's and up, leaving many of their fans out in the cold. Two years ago,

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I bought a 12 mhz 286 with a 40mb hard drive, VGA, mouse and modem. Since I bought it on credit, I now owe more on it than it would cost me to buy a 386/33. So, I can't really afford to upgrade and can't buy one of those 386 upgrade boards since I have a proprietary board with the 80286 chip soldered to the motherboard! (Huh? What's a socket?)

I agree with John Ingram of RAW Entertainment. It's great that the hardware is advancing, but I don't think the software companies should feel compelled to develop products that push the hardware to the limit while abandoning 286 machines. How long will it be before games will play on 486's only? Right now, I'd be willing to bet that there are more 286 owners out there than 486 owners.

Other nominees for this award include Dynamix and NovaLogic. They could all learn a lesson from Access, who not only make Links 386 Pro, but a scaled-down version for the 286. If companies can convert from IBM to Apple, Commodore and Amiga *[ed. and let's not forget the Mac!]*, how hard would it be to convert a 386 game to a 286 game? I know something would have to be sacrificed, such as detailed Super VGA graphics or an extensive soundtrack, but I'm sure a lot of users could live without it in order to play a really great game.

Glenn Dubois
Omaha, NE

Ok, I'll give the Game Doc best new column (at least for now), and I'll go with Hard Drive Space as a good new feature, and I'll even say that the Sega ad ranks for high quality. However, as far as dirty tricks are concerned, I'll give the award to all those companies who've promised software only to give the title a sort of standard two-month delay over and over again. When we're told a particular piece of vaporware is now scheduled for March, the typical response is, "Sure. March is fine, but what year are we talking about?" I won't mentions specific titles. They know who they are. As far as other awards are concerned, look to next issue when we review all of 1992!

To reiterate what I said in the November Postage Due column, I too (to some extent), agree with Mr. Ingram. The 286 is still a large chunk of the market and games should still be designed for it. However, I think the 286 will be a decreasing segment of the market and will eventually fade away when bigger and better machines are released. I would still recommend saving up your money and buying. the highest-end machine you can when you find that the 286 just isn't being supported the way it was.

It does seem like a dirty trick, and in some respects, it is. In other respects, it's nothing more than progress. Virgin's release of 7th Guest will not be duplicated for non-CD owners. In the same way, the designers of Ultima VII, Aces of the Pacific and Comanche Maximum Overkill decided not to scale back the game, since they didn't want a compromise.

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CIRCLE #196 ON READER SERVICE CARD.

The CGR Review Breakdown

All numerical scores are based on a 1-100 scale, with scores above 90 indicating a superior effort.

The bar charts at the top reflect how the three reviewers feel the game rates in three different areas. Originality reflects how many new concepts are utilized in the game. Playability indicates how easy and fun the game controls are to operate. Intelligence is based on the ideas behind the game, as well as how easy or difficult the game is to play. The manual rating is for the accompanying game material supplied with the game, and includes maps and other playing aids, as well as the manual. Graphics and sound scores show the level of the audio-visual qualities of the game are. The overall score is a combination of the above ratings and the three reviewers' scores.

THE CGR REVIEWERS. . .

Alex: Alex is the type of guy who loves to crush his opponents into so much dust. He's been the undisputed master of Populous I and II, Civilization and Warlords at **CGR** for about as long as there's been a **CGR**. He's also an RPG fan, while sports and flight sims aren't his style. Dune II and Star Control II are his current favorites.

Rick: Rick loves to fly, and it shows in his reviews. Flight games are his favorites, with RPG's and sports simulations running a close second and third. Rick finds most military simulations lacking in excitement. He's spent way too much time with King's Quest VI lately, and the new version of A.T.P. has him turning cartwheels, especially when he's got his rudder pedals!

Steve: Steve is still trying to blast his way through all of the missions on Terminator 2029. He's also been logging heavy time on Dune II and is regressing with an occasional game of Populous II. Conquest, strategy and action all attract him to the PC, while sports sims, some RPG's and some simulators leave him feeling flat. He still hangs out in Legends of Future Past, too.

DEJA VU ALL OVER AGAIN . . .

Dear **CGR**:

This is a three-part letter. FIrst, I would like to respond to a letter sent in by Tjalda Gantt (We Don't Need No Staples, Oct., 1992). Whoever her mailhandlers are, they are vastly more competent than mine. I just received my first copy on my subscription. To my dismay, it looked like it was five years old. The front and back covers looked like a paper wad that was straightened out. Both the top right and bottom right corners were wrinkled up like the aforementioned paper wads. To top it off, in the middle of the right side, it looks like someone used the magazine to block the killing blow from a chainsaw. I did manage to read your magazine after a great effort by my wife to iron out the wrinkles.

Secondly, you have been asking readers for suggestions to help you make an already great magazine better, so here goes. Bags! You could bag or wrap your magazine in some kind of plastic cover. If not the newsstand issues, at least for the subscribers. If your other subscribers are anything like me, then they value their subscription magazines above all others. They also like to keep them preserved over the years so they can refer back to them from time to time.

The bags will help us, the subscribers, to do this and will also help to prevent the incompetent mailhandlers from damaging the magazine before we even have the chance to read it *[ed. and damage it yourself?]*. The bags would also protect the magazine from the hazards of daily weather. On top of it all, when you plan on including one of your fabulous posters, you could just drop it in the bag instead of stapling it to detract from the beautiful artwork. I, for one, wouldn't even mind a modest increase in your subscription rate, as a service like this would be worth its weight in gold (magazine weight plus bag, that is).

Some of the above letter may have been slightly blown out of proportion to emphasize my opinion, but I think anybody that has had this happen to them will understand and will agree with me. Thank you for your time and keep up the good work.

Riley D. Holder
Ocoee, FL

S'funny you should bring up the question of bags, Riley. As you can see, the issue you are holding in your hands came inside a protective bag (just like you asked for) and even more, the poster-like calendar from Ocean was not stapled into the magazine (just like you asked for).

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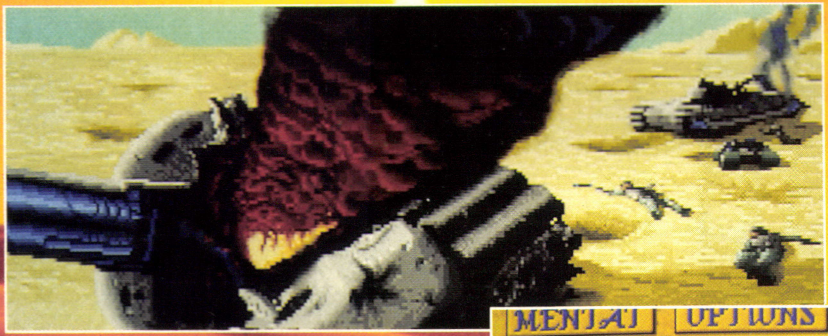

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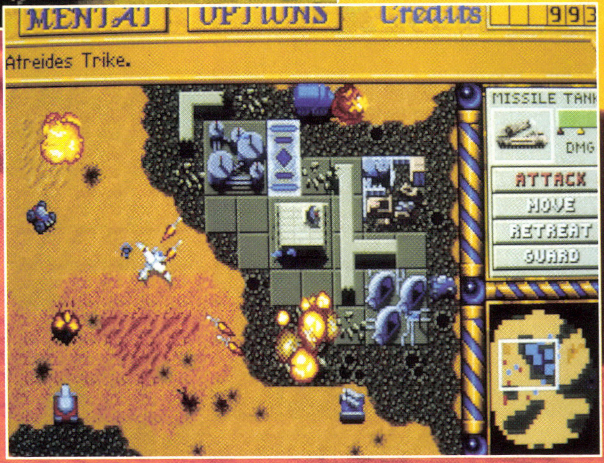
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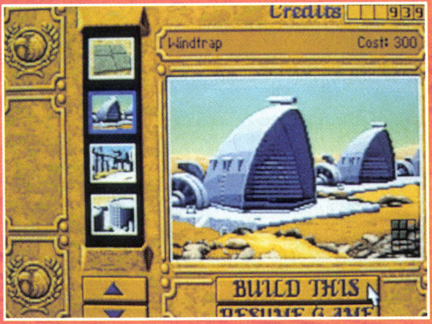
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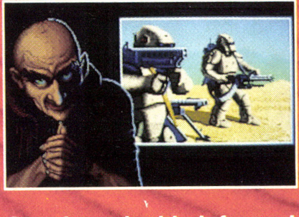

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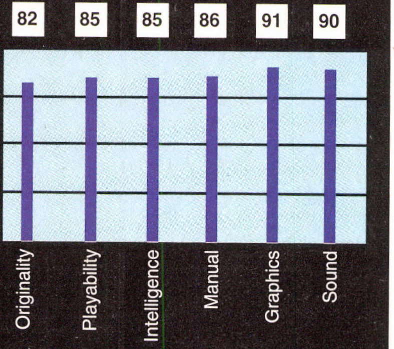
CIRCLE #194 ON READER SERVICE CARD.

CGR · REVIEWS

Star Control II

by Accolade

Overall Rating: 92%

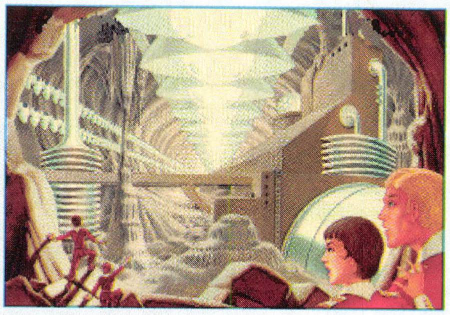


GAME SPECS:

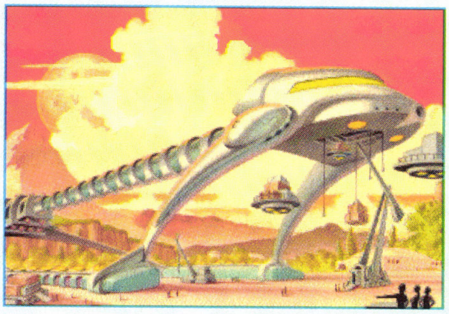
Requirements:	Hard Drive, 640k
Sound Support:	All major sound boards
Controller:	Keyboard, Joystick
Available for:	PC and compatibles
Designed by:	Paul Reiche III, Fred Ford
Distributed by:	Accolade
Retail Price:	$59.95
Hard Drive Space:	9.1 Meg
No. of Players:	One player

GOLDEN TRIAD AWARD
COMPUTER GAME REVIEW

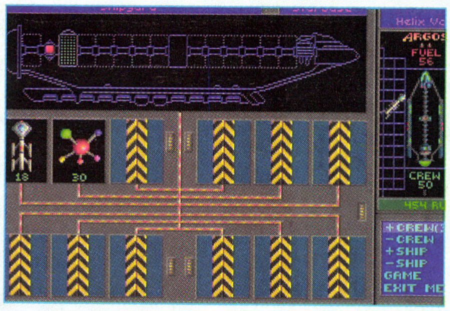
Star Control II picks up some time after the first game. The forces of the Ur-Quan and the other members of the Hierarchy finally broke through the defensive net of the Alliance of Free Stars and laid waste to the colonies and homeworlds of the Alliance's seven races. The great war for the stars was lost and darkness settled over the lives of the inhabitants of many planets. During the last days of Earth's freedom, a science research vessel had been dispatched to investigate an underground city that had been found on the planet known as Vela II. Here, they discovered evidence of Precursor technology that might be able to aid the Alliance's fight against the Hierarchy. Unfortunately, they found themselves suddenly abandoned as all contact with Earth was sundered in the Ur-Quan's final lethal attack.



Stranded on a strange planet, an Earth science team works to uncover its mysteries.



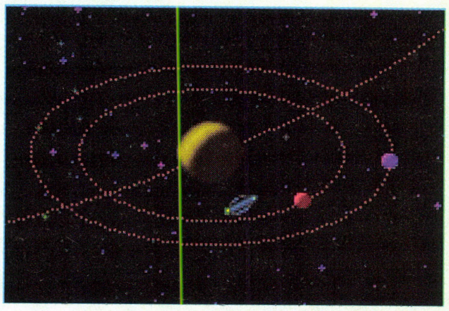
They discovered an ancient factory used to construct massive starships.



The liberation of the Earth orbital platform will free its facilities to aid you.

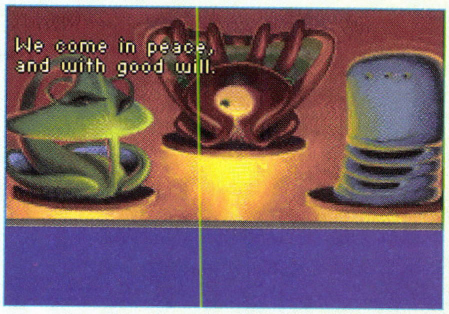
After two decades, the science team has assembled the frame of a huge starship using the materials and technology they found in the alien factory. The time has come to return to the stars and try to find out what has happened to Earth. What have the evil Ur-Quan been up to? Furthermore, what has become of the Alliance? All of this and more await you in Star Control II.

The gaming system for Star Control II combines role-playing with arcade-type combat between ships. Explore the cosmic spaceways in search of clues to what has been going on during your absence. In the vastness of space, you will encounter many other travellers; some of them will be friendly, others would rather blast you into dust. Foremost among the latter are the members of the Hierarchy who would like nothing better than to crush all remaining resistance from various peoples of the galaxies they have conquered.



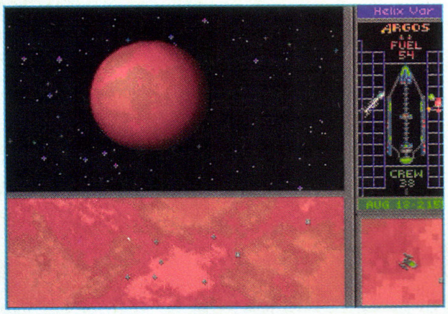
Explore the vastness of space in search of allies and the means to defeat the Ur-Quan.

However, you may find remnants of their old enemies to aid your efforts to form a new, stronger Alliance of the Free Stars. Your task is daunting though, and you will need materials with which to build your new stellar navy. To obtain the elements you require, you will have to search planets for raw resources which can be adapted for your purposes. Not only can you rebuild your fleet, you can also add Precursor modules to your flagship which will make it the mightiest craft in space. Investigate planets in 500 star systems for anything that will help your quest.



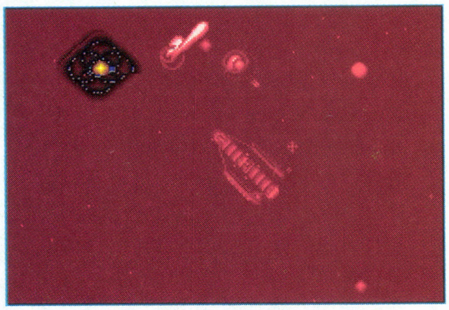
We come in peace,
and with good will.

You will encounter strange new alien life forms. Some of them need your help!



The materials you will need can be obtained from the surface of alien planets.

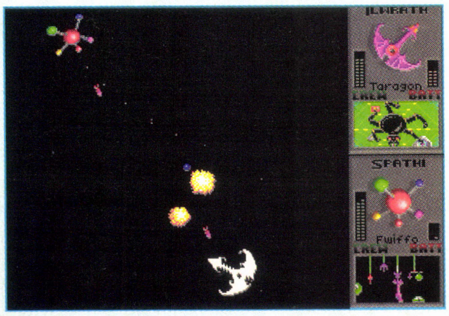
Star Control contains a number of smaller sub-plots within the main plot to add to the overall complexity and depth of the game. Highly detailed and multi-colored graphics are infused into almost every aspect of the game, while digital sound effects and soundtracks pull you further into the scenario.



You will need to travel through hyperspace to get to other star systems.

Also included is the Super Melee game which allows you to fight by yourself or against a friend using a fleet of ships comprised of any of the 14 different vessels from the game. While basically a game in itself, this also gives you a great opportunity to practice combat skills and develop tactics for dealing with opponents.

Old enemies, new friends and strange alien mysteries await you in the vast star-filled sky of Star Control II, as the quest for Earth begins.



Pit the mighty vessels of your fleet against the fearsome Hierarchy armada.

93

I loved the first Star Control, but the sequel is even better. Star Control II takes many of the best elements of the first and combines it with a truly enjoyable storyline to create an excellent role-playing/action game. I can see that a lot of work went into the clean, well-designed graphics. And while some of the musical sound tracks bothered my colleagues, I liked them all. One thing that did bother a little is the fact that early in the game you can run into a fleet of Ilwrath Avengers. This is while you are only able to build Earthcraft and before you have time to really power up your Flagship. As I recall, the Ilwraths were some of the worst enemies to fight in the first game, and against a skilled computer player, Earth ships stand little or no chance. I can understand the reasoning from the storyline, but it can make it a little frustrating. While playing, I found the sub-plots to be very entertaining and soon found myself engrossed in the story. Although I had been letting the anticipation for this game build since the Summer CES, I did not find myself in the slightest bit disappointed. I am also glad that they included the Super Melee program to allow people like me to brush up on their ship-to-ship combat skills before getting into the game. ***-Alex***

91

Star Control II is a good game that will keep me interested for awhile. The first thing I noticed is that the copy protection is the pits, and it brings my score down a bit. One other bad point to the game is the lack of mouse control especially, for space flight. I think it could have been even better with the mouse. While the music is cool for about the first fifteen minutes, I think it is best to leave it off, which you can choose to do. On the upside, this game has great graphics, complete with rotating planets and many other objects. There are 500 star systems with about 3000 planets; that is a huge amount to explore, and this alone is worth the money. There is also an abundance of races and ships to be found. This program has possibly the best practice mode I have ever seen, and I have to admit it is a lot of fun. I also like how you can scan the planets and go to the surface to get minerals. This is like a game called Starflight (Electronic Arts) from back in 1985. Star Control II has a huge language system for all of the aliens and a great feature that helps you out later in the game. That feature is the ability to recall conversations with past characters. Star Control II is a good solid game. This game is worth the price, and I would recommend it to anyone! ***-Rick***

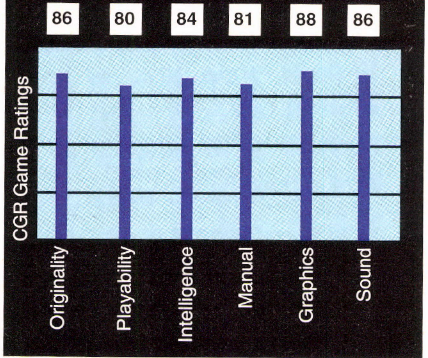
93

Star Control II has a couple of minor problems to address. The main one is that leaving a solar system takes a long time, and I get impatient. The other problem is that the copy protection is rather daunting to decipher at first. Other than that, Star Control II is nearly perfect. While the ship you start with is a bit hard to control, I didn't mind. After all, a large, unwieldy space craft should not be easy to maneuver and the smaller ships are much easier to fly in combat. Combat is very difficult at first, and the Super Melee mode is a great opportunity to learn the way to fight in space. In addition to that, the melee is just a whole lot of fun. What I found most impressive with this title is the incredible number of planets in the galaxy that can be travelled to in any order at any time. The game never seems to access the hard drive, making the game play very smoothly. The music is top-notch and changes for different situations. Perhaps the most attractive part of the game is the hyperspace, which looks kind of like (as Alex once put it) cosmic orange Jell-O. Star Control II is a wonderful blend - it plays well, sounds great, looks terrific, keeps one's interest and remains exciting and challenging after hours of play. Immerse yourself in this game for months! ***-Steve***

WaxWorks

by Accolade

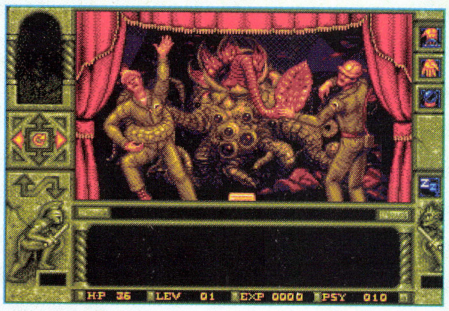
Overall Rating: 86%



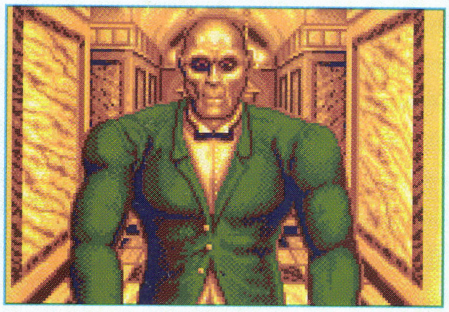
GAME SPECS:

Requirements:	640k, Hard Drive, Mouse, 386sx (recommended)
Sound Support:	All major sound boards
Controller:	Mouse
Available for:	PC and compatibles
Designed by:	Mike & Simon Woodroffei
Distributed by:	Accolade
Retail Price:	$59.95
Hard Drive Space:	10 Meg
No. of Players:	1 player

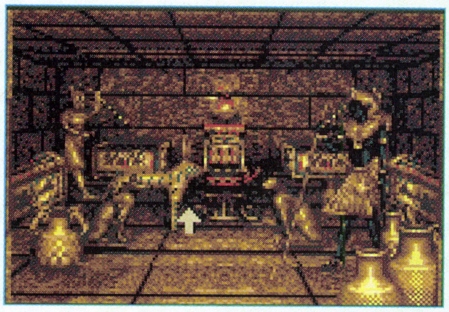
WaxWorks is a new horror role-playing game. Parental discretion is advised because of the intense graphic violence. It all started when you were eight years old and your twin brother Alex vanished into the black maze of mine tunnels beneath Vista Forge, the home of your Uncle Boris' demon-filled WaxWorks. While exploring the Waxworks, you will run into many different types of creatures. When you enter different exhibits in the WaxWorks museum, you are pulled into each unique area. Solve the mystery and you will be able to go on to the next exhibit. You will find many items and uncover many mysteries. Numerous monsters are roaming around the mazes, so you will have to use all of you instincts to stay alive. There are several ways you can attack an opponent in WaxWorks. By simply positioning the mouse over where you want to hit the creature and clicking the button, you will either slash, thrust, or swing at the opponent. WaxWorks supports VGA graphics and major sound boards.



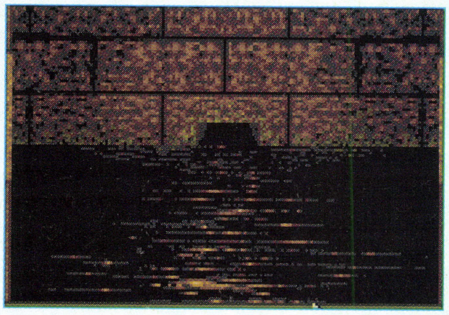
Enter one of the many exhibits and solve the appropriate mystery.



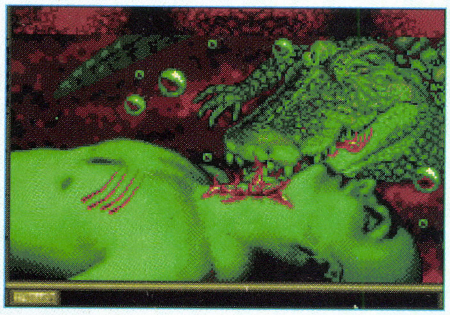
You will meet many strange people and creatures in the Waxworks museum.



You may become very wealthy if you can find the treasure rooms in this exhibit.



One of the puzzles involves retrieving some special water. How will you do it?



Death can be common in the Waxworks museum, so be careful where you go.

87

When I play this game, the first thing to leap out is the gore. The death scenes can be gruesome. However, if this does not repulse you, you might want to take a closer look at WaxWorks. This storyline is very original and captures your interest quickly. The game interface is easy to use and it does not take long to get the hang of the game. When you first start out, the battles can be difficult, but when you have raised a few levels, it becomes a little easier. The game lacks a method for designing your own character which is a bit of a minus. WaxWorks can be a very engaging game, given half a chance. ***-Alex***

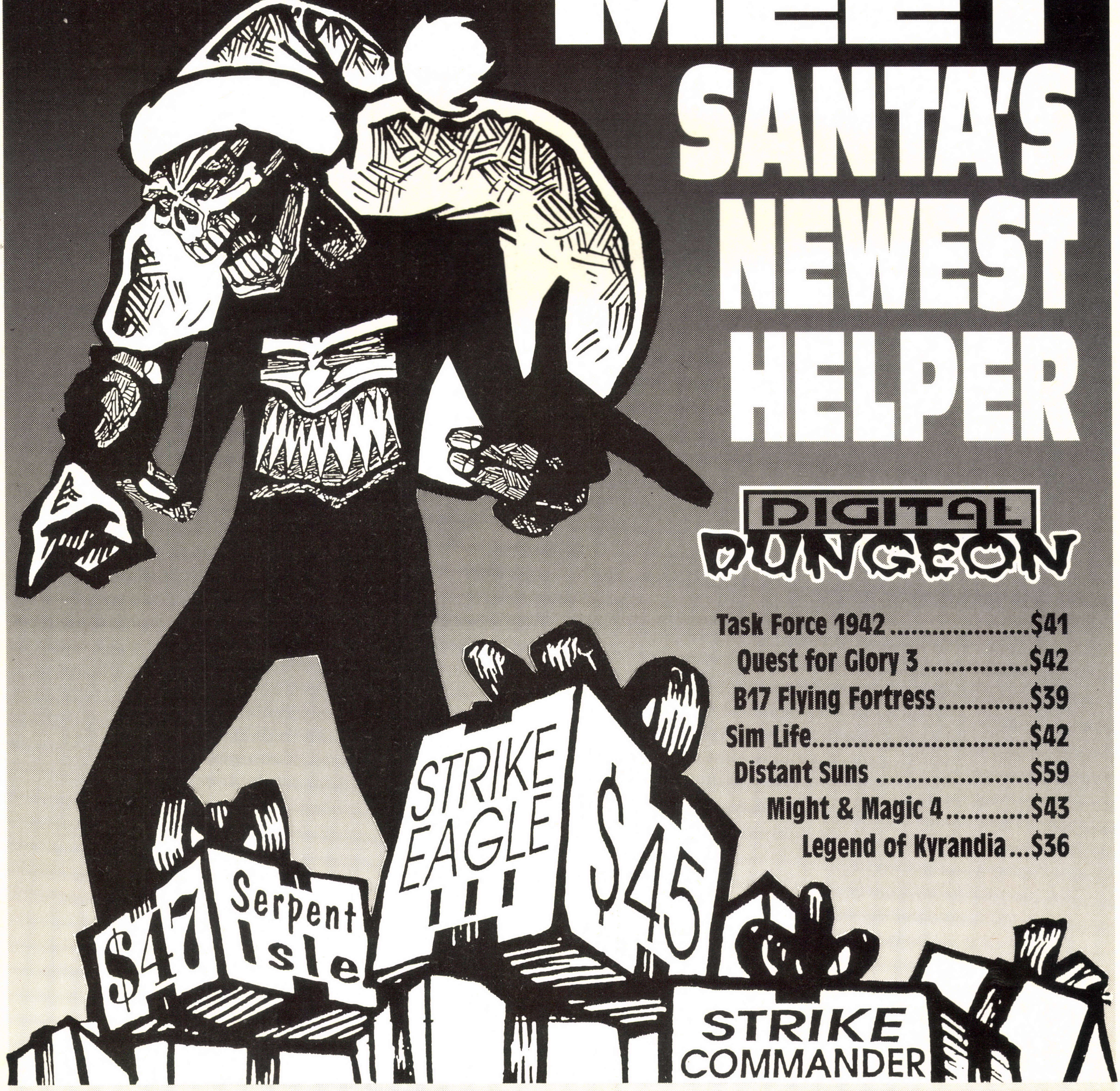
82

WaxWorks is a role-playing game, plain and simple. The game is very difficult at the beginning. I played it again and again, but kept getting killed at the same point. I did receive a scroll that healed me, but I could use it only once. I think the beginning was a little too hard for this type of a game. The graphics and sound are good, and when Accolade says there is intense graphic violence, they are not kidding! I do like the way you enter different places in the WaxWorks, and then become transported to that area. The combat is also difficult; not knowing where to position your sword to hit the enemy can be frustrating. ***-Rick***

89

WaxWorks reminds me of Legacy of the Ancients (Electronic Arts), one of my favorite role-playing games ever. The adventure centers around a hall filled with wax exhibits, each that can be entered and explored. Each of the exhibits is cursed in a particular way, and you must find the cure. I love the look of the game. While it is hard to get started, I found the challenge rather fun. The one thing I don't like is that you don't recover hit points as you move around. Only healing or going up a level brings them back. WaxWorks is great fun, though, and if you like a good gross-out (especially the death scenes) it's perfect. ***-Steve***

MEET SANTA'S NEWEST HELPER



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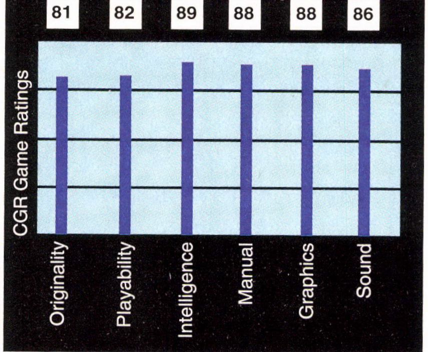
Conquest of Japan

by Impressions

Overall Rating: 81%

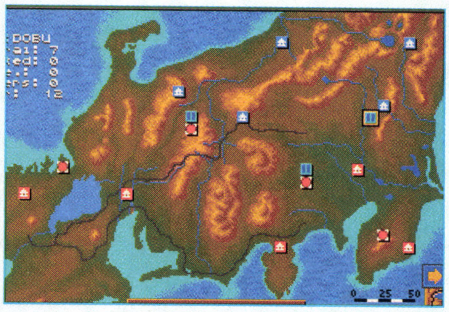


GAME SPECS:

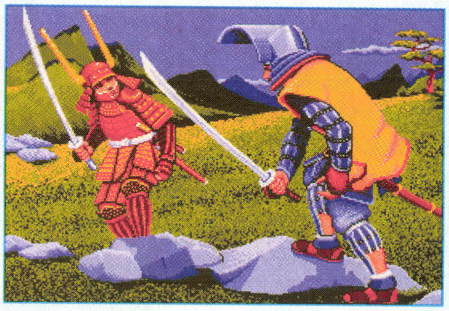
Requirements:	640k, VGA, Hard Drive
Sound Support:	Ad Lib
Controller:	Keyboard, Mouse
Available for:	PC and compatibles
Designed by:	Edward Grabowski
Distributed by:	Impressions
Retail Price:	$59.95
Hard Drive Space:	1 Meg
No. of Players:	1-2 players

In 16th Century Japan, the land is torn by internal strife. Each Daimyo seeks to increase his power by conquering the city-states of his neighbors. The island of Honshu is one such site of conflict. Five of the ten cities on the island have been overrun by the backstabbing Onimaka clan. Their rightful rulers, the Usaka clan, want them back, and they are not going to let the prospect of a little bloodletting deter them. Both clans must prepare themselves for war. To the victor goes the spoils and the vanquished loses all. You can play as either side against a friend or the computer. Hire your troops and divide them into units of invading armies and defensive home guards for your cities. Then take to the field of battle. You have to hit the enemy hard and without mercy. Capture his cities and add them to your own growing territory. If you can hold your towns until the end of the year, you will get more money for reinforcements. Each won battle earns success points and brings you closer to ultimate victory.

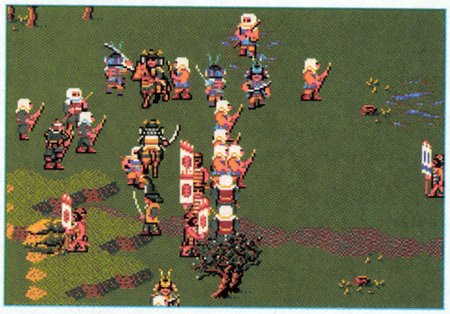
The noble samurai will be your fiercest fighters and stoutest supporters.



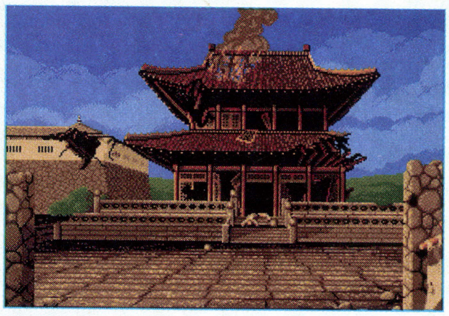
Your battles will take place around the cities of the island of Honshu.



The foe will not tolerate your interference; you will meet his armies in mortal combat.



In the heat of battle, you must keep an eye on the action. Give your orders wisely.



If you fail to defend your cities, it will cost you more than the men who fall in battle.

84

Conquest of Japan strikes me as a pretty good conquest game, but there are a couple things that I found disappointing. The game is just not on a grand enough scale. There are only ten cities, and you start with five of them. There should be more territory to capture and maybe more than one opponent. I am glad that there are a variety of unit types to choose from. I also like being able to choose my battle formation when I enter into combat. However, I do wish all of my archers would start together. I found it very inconvenient to try to group them together so I can attack a particular area in force with missile attacks. ***-Alex***

73

This type of game has never been my favorite, and this game proves to be no exception. I don't find much fun in sitting around watching troops fight, building armies, and doing it all over again and again. The graphics could have been better by today's standards, and a game like this has to give me something unique to make me stay and play it. The still shots are nice, and the sound is all right, but this does not do it for me. One interesting feature that's sort of a mixed blessing is the Hi-Res mode. It is a nice feature, but the game plays sooooo slow after using it that it is not worth having it at all. Sorry, this isn't for me! ***-Rick***

87

Not knowing anything about Japanese history did not detract at all from this title when I loaded it up. Conquest has a couple of problems. For one, you can't get your archers to target a specific foe. Secondly, some troops will not attack, even when others in their group encounter enemy troops. Third, terrain on the main map doesn't affect movement, since each army moves only one step per turn. However, these problems are not insurmountable and Conquest of Japan is challenging and fun. The battles offer a certain amount of spectacle as the two armies converge. I'll play this one for some time. ***-Steve***

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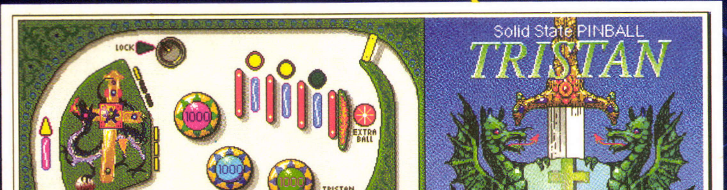
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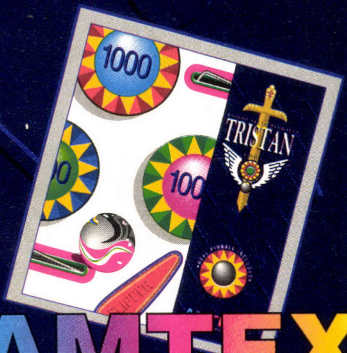
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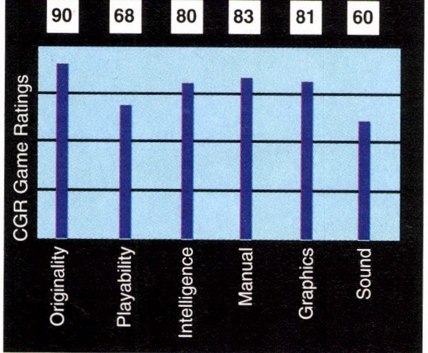
Paladin 2

by Impressions

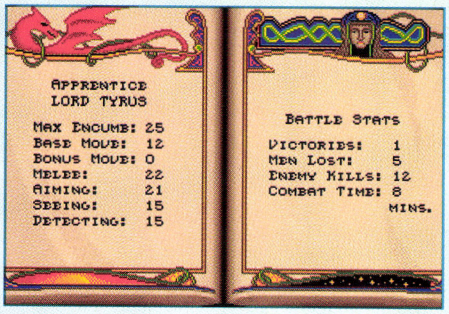
Overall Rating: 75%



GAME SPECS:

Requirements:	640k, VGA, Hard Drive
Sound Support:	Ad Lib, SoundBlaster
Controller:	Keyboard, Mouse
Available for:	PC and compatibles
Designed by:	Omnitrend Software, Inc.
Distributed by:	Impressions
Retail Price:	$59.95
Hard Drive Space:	1 Meg
No. of Players:	One player

Paladin 2 brings you fantasy role-playing with a strategic game style. Attempt to complete quests chosen from a number that are available. To aid you, a number of allies will join your journey. Each member of the party, be they a swordsman, ranger, thief or mage, has their own abilities to add to the effort. With their help, you must achieve your mission objectives. If you succeed, there is a chance that your statistics will increase with each quest. Victory is not just a matter of who is stronger, though; many times you will need to use wit over brawn to get the job done. Along the way you will find a number of items to help you, from potions to magic weapons. Watch out though, the enemies have the same artifacts. A number of quests come with the game, but if they are not enough, you can build your own. The included Quest Builder program lets you make the terrain, choose the objectives, and decide what allies and enemies to include. Make the missions as easy or as difficult as you desire.



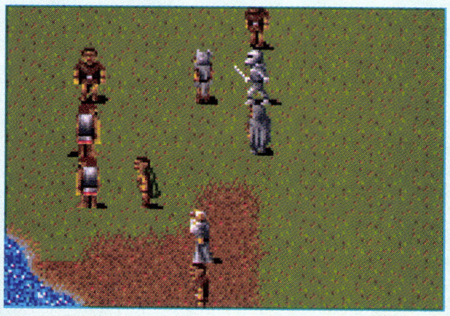
```
APPRENTICE
LORD TYRUS

MAX ENCUMB: 25
BASE MOVE:  12
BONUS MOVE: 0
MELEE:      22
AIMING:     21
SEEING:     15
DETECTING:  15
```

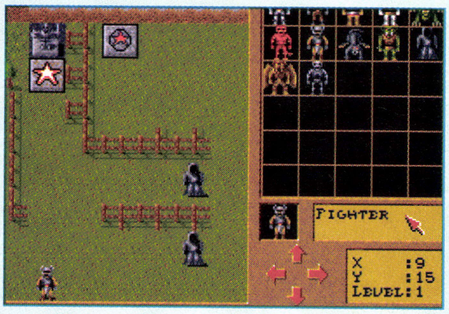
```
BATTLE STATS

VICTORIES:   1
MEN LOST:    5
ENEMY KILLS: 12
COMBAT TIME: 8
             MINS.
```

A record will be kept of your paladin's accomplishments and advancement.



Pit your allies against the enemy as you complete your objectives.



Design or edit quest objectives and layouts with the Quest Builder program.

Successful completion of your tasks brings glory and fame to your name.

Failure will cost you the ultimate price. Your allies will mourn your loss.

77

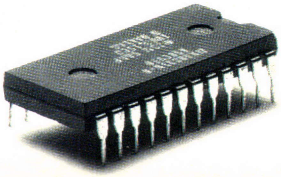
Paladin 2 is an original concept. Initially, it comes across as an RPG, but to finish your quests you will have to use tactical planning. The graphics are pretty good, but little can be said for the sounds. It is easy to learn the controls, and this allows you to at least get into the game quickly. One problem that I found is that it is rather easy to get wiped out almost immediately on one of the simplest quests. You and your allies are just too easy to kill and many enemy warriors have fire orbs to chuck at you. I would say that this game is playable, but not really exciting due to the difficulty of surviving enemy attacks. ***-Alex***

74

Paladin 2 is a role-playing game that has decent graphics but poor sound. Like Alex said, it is hard to start out because of the fact that you die rather easily. I did like the control, however, and after you learn how to move your characters, it is easy to play. The game really did not hold my attention for that long. I found it hard to use the magic. Every time I went to use a Fireball, it said "spell failed." This makes me question why there is magic in the game, except to give the enemy an unfair advantage. A game that makes it this hard to play in the beginning is not worth playing to the end. I just ended up irritated! ***-Rick***

74

Paladin 2 has a couple of things going for it. First of all, the ability to make your own quest is pretty cool. Second, the idea is actually rather innovative. Instead of a standard RPG, you have to complete a series of quests using seven characters. The interface is also very easy to understand and use. However, this game has a very big downside. For one thing, I could never get my magic user to cast a spell successfully, which made me question his usefulness. Another problem I had was that the game is not that exciting. It's a decent strategy simulation, but there are lots of others I'd play first. ***-Steve***



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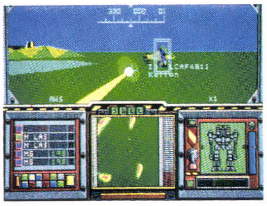

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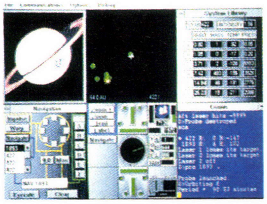

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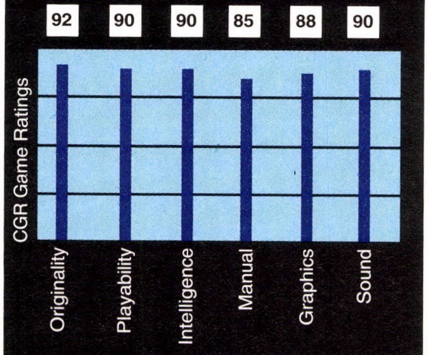
Dune II

by Virgin

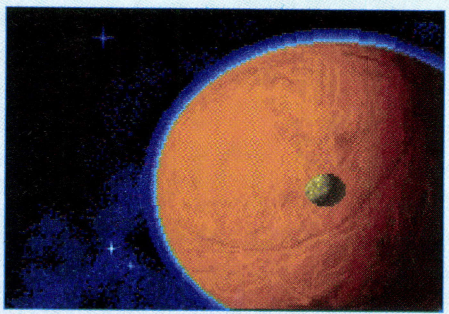
Overall Rating: 94%



GAME SPECS:

Requirements:	640k, Hard Drive
Sound Support:	All major sound boards
Controller:	Keyboard, Mouse, Joystick
Available for:	PC and compatibles
Designed by:	Westwood Studios
Distributed by:	Virgin Games
Retail Price:	$59.95
Hard Drive Space:	Approx. 8 Meg
No. of Players:	One player

The spice is the most valuable substance known to man and it is found in only one place. The planet, Arrakis, which is also known as Dune due to it's unending waves of sand, is the source of this priceless material. Up to this point, no one really oversaw the mining of the spice, but things are about to change. The Emperor wants someone to take charge and make sure that his shipments of spice are plentiful and regular. So, he has made an announcement. Whomever would like to try may have dominion over Dune, but he will have to fight the other houses to do it. The Empire will not concern itself with how the planet is taken; they just want one undeniable victor.

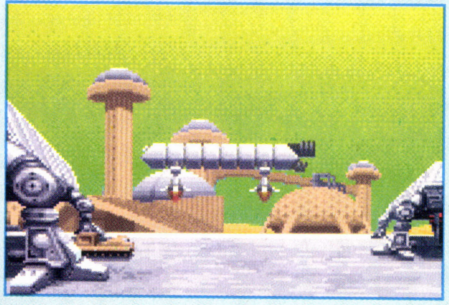


The planet Dune, origin of the spice which supports the wealth of the Empire.

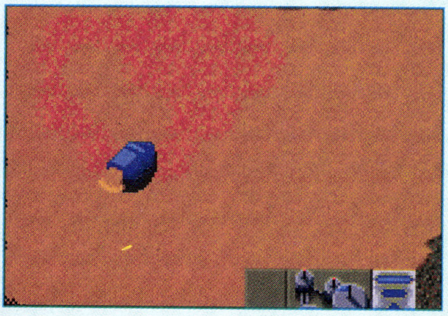
The Emperor has declared a free-for-all, and the rule of Dune is up for grabs.

Soon after this announcement, three mighty noble houses descended on Arrakis. The noble Atreides clan left their lush homeworld in favor of the harsh sand-swept landscape of Dune. Here, they began to form a bond with the mysterious natives, the Fremen. The crafty Ordos family turned their vast resources and cunning into an attempt to conquer the planet for their future profit. Last came the evil Harkonnen tribe. Leaving their dark homeworld, Giedi Prime, they came to Dune for the thrill of conquest.

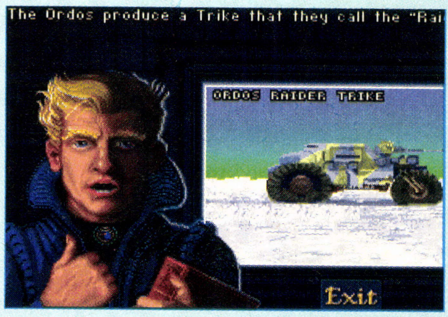
Under your command, one of these houses will make their bid for power. With good fortune and intelligent strategy, they may soon rule. However, to fail is to suffer the inevitable consequences of defeat.



Three houses have arrived to claim the prize. Only the strongest shall triumph.

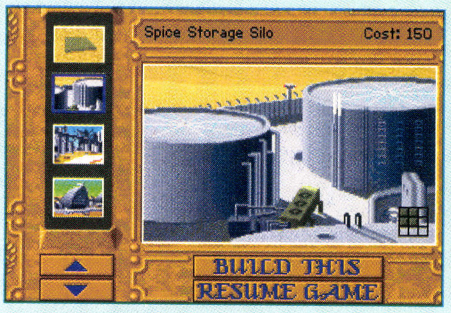


Harvest the spice to raise money to build strong bases in your lands.

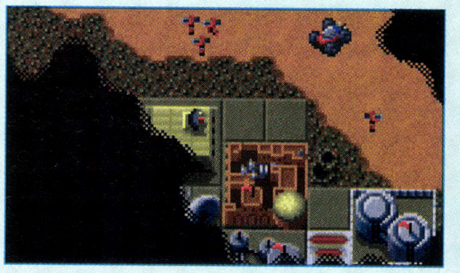


The clan mentat is a good source of information on a wide variety of topics.

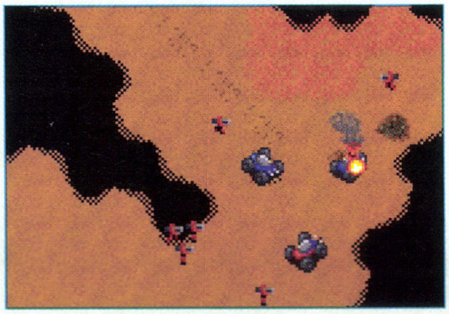
When you arrive on the planet, you will set up a base from which to start your conquest. Use the credits that you begin with to manufacture the facilities you will need to complete your goals. Wind traps will harness the powerful gusts to power your base. A refinery will provide you with a harvester and a means to convert spice into credits. From there, you will have to start to explore your territory. Who knows what could be lurking out there? Maybe there is a profitable spice field. Perhaps you will run into enemy units or maybe you will find dreaded worm tracks. If you do, be wary of the sand worm!



Put the money from your spice to good use by building additions to your base.



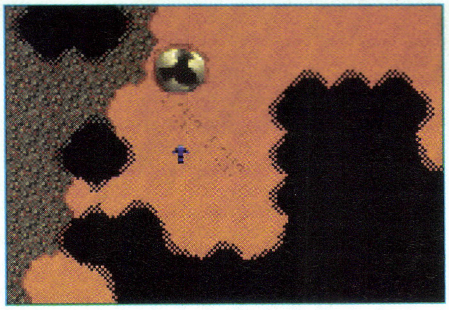
Explore the unknown regions of the territory and find out what your opponent is doing.



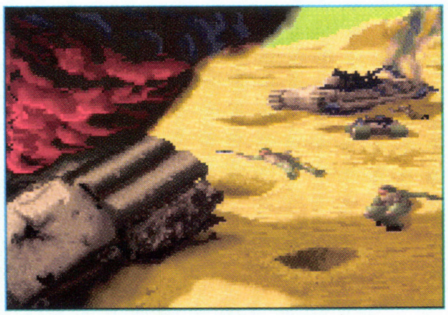
Pit your troops against the hardened infantry and armored vehicles of the enemy.

A number of facilities are devoted to the creation and repair of combat units. Build your units and send them searching for the enemy base. Assault his refinery with a highly trained squad of quads or heavy infantry. Drive the foe from your lands and advance into his until you are the only force left on Arrakis.

Your mentat will stay at your side to offer advice and keep you informed about all of the facilities and vehicles that you will deal with. Each new scenario brings new challenges and new facilities that you can add to your base. Be careful, though; your opponent will be getting tougher, too. After the scenarios, you will be given a score based on the damage you did to the enemy and how much spice you harvested. You will also be given a rating based on your score.



If you are not careful, your units could end up in the belly of a giant sand worm.



One house will survive. Who will be the one to rule the mysterious planet of Dune?

95

I liked the first Dune game a lot, but Dune II makes it pale somewhat in comparison. There are only about twenty games a year that I really enjoy playing, and this is definitely on the list for '92. I have always loved strategic war games, especially if they are not historically based. This is one of the most entertaining war games I have ever played (along with QQP's Conquered Kingdoms). I think the way you have to build the various facilities for your base is great. There are a wide variety of different vehicles and buildings for you to use, too. I also like the way that the focus of Dune II is somewhat different than that of your average strategy game. The spice is the main objective and the combat is almost secondary. You get to choose from three different houses to play, and while they are all pretty similar, there are some differences. I played as the Atreides and found myself unable to build some of the units that the other houses could. There are a number of details included that add considerably to the game, including the occasional appearance of a hungry sand worm that might eat some of your units. Being able to run over enemy infantry with your harvester is also a load of laughs (although I discovered it by accident). ***-Alex***

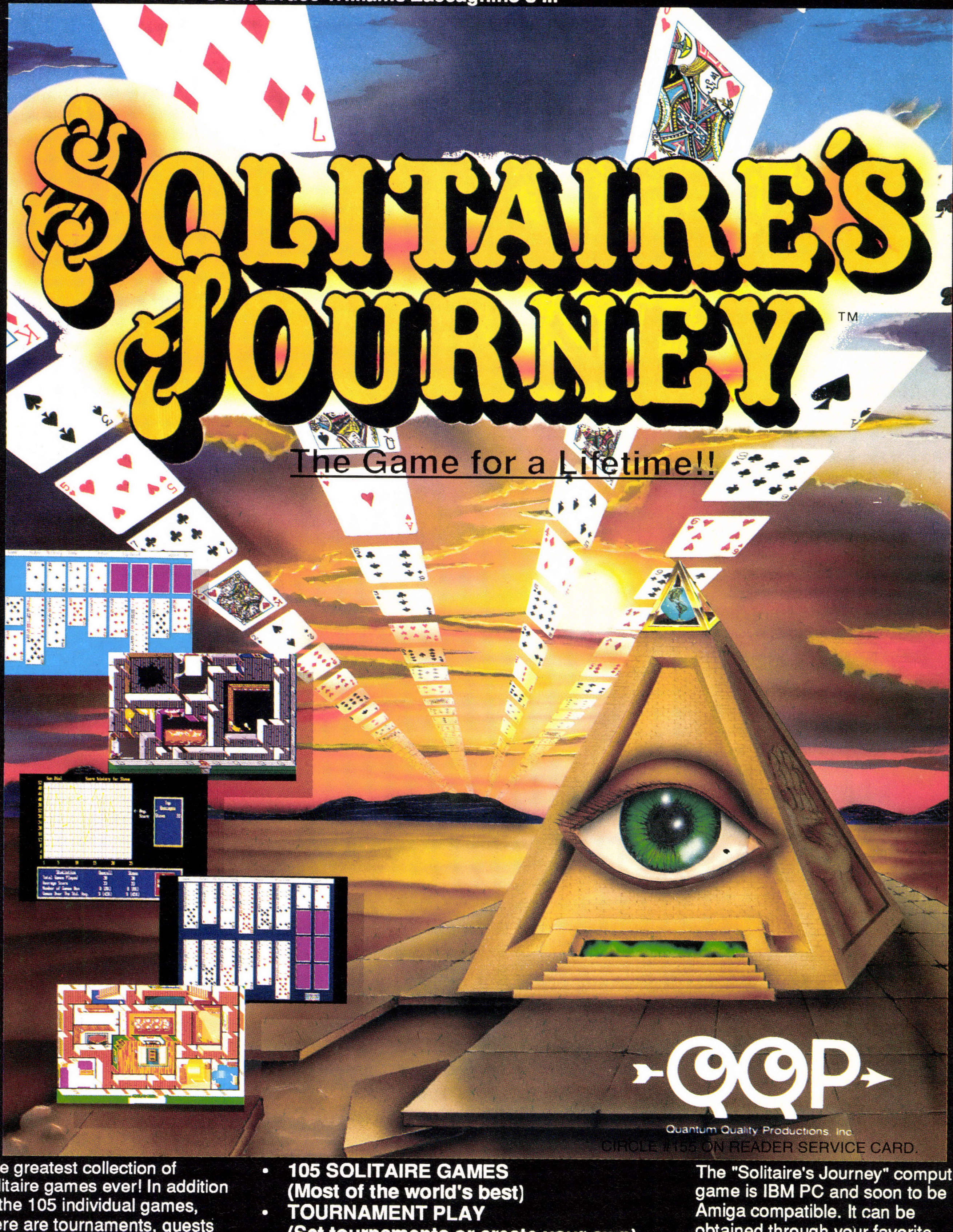
94

Dune was a pretty decent game, but is does not compare to Dune II! Dune II blows it away on most counts! As a rule, I do not like military simulations, because I find them boring and I usually know who won (historically) anyway. This is not the case with Dune II. There are no ground rules to speak of since the battles have never really taken place. There is always something to do, whether it be exploring new territory, harvesting spice for money, creating new buildings or sending your troops to destroy the enemy forces. I like the choice between the three different houses you can use. As always from Virgin, the music is fantastic and does not get repetitive at all. There is also voice in the game, some of which is the best I have ever heard. What is more impressive is that each of the three houses (Atreides, Ordos and Harkonnen) have a different voice. The world is not so big that it overwhelms you, but it's not so small as to make you feel cheated. It is a perfect mix. There is also a good balance between tasteful violence and needless butchery. One example is the way you can run over enemy troops with your harvester as a last ditch effort to get rid of them. This game holds my interest like few other games before it! ***-Rick***

92

The original Dune from Virgin was a great game, but it was pretty easy. Dune II is almost it's exact opposite except for one small detail: it's even better than the original Dune. Instead of interacting with the Fremen and the culture of Dune, this game is more of a military simulation on Arrakis. I love the fact that you can play as one of three different houses and that each has a different advisor and a different voice. Dune II is an extremely difficult simulation, because the enemy troops are very tough and often have a distinct advantage over you. For instance, in the third scenario, whichever opponent you are up against starts with a pretty much completed base, since you are invading his territory. This means that you have to act fast to build up your number of units so that you can adequately destroy him when you need to. Dune II is, in fact, perhaps a bit too hard for the average player. If you're a seasoned veteran, jump right in, because the challenge is truly top-notch. Dune II is a wonderful game for several reasons. The music never gets old, the challenge always stays stimulating, the look of the game is nearly perfect and the previously mentioned voices are dead on. This is one of the more interesting games I've seen in awhile. ***-Steve***

Andrew Visscher's and Bruce Williams Zaccagnino's ...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The Perfect General

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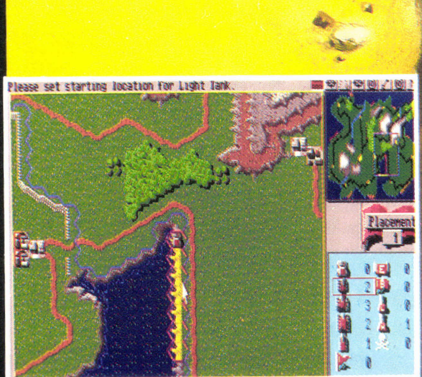
Please set starting location for Light Tank.

-QQP-

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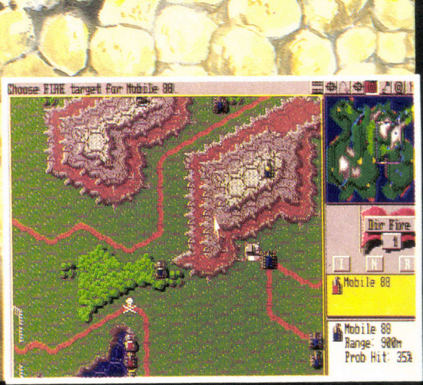
Choose FIRE target for Mobile 88.

Mobile 88
Range: 900m
Prob Hit: 35%

This game is based on a twelve year old tournament series and includes a highly refined yet simple playing system.

- Gorgeous playing field and landscapes.
- Clean and simple interface.
- Two difficulty levels.
- You control every move and fire of your forces.
- Superior artificial intelligence.
- One or two players, human or computer, plus play by modem.
- A wide range of intriguing scenarios.
- The thrill and sounds of artillery, tanks and infantry in action.

"The Perfect General" computer game is IBM PC and Amiga compatible. It can be obtained through your favorite retailer or ordered direct by calling: 1-908-788-2799.

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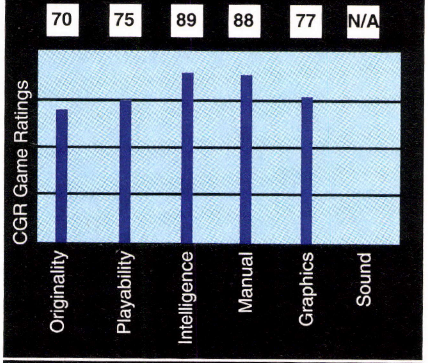
Hockey League Simulator 2

by Bethesda Softworks

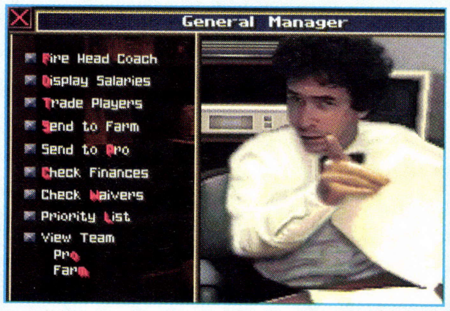
Overall Rating: 75%



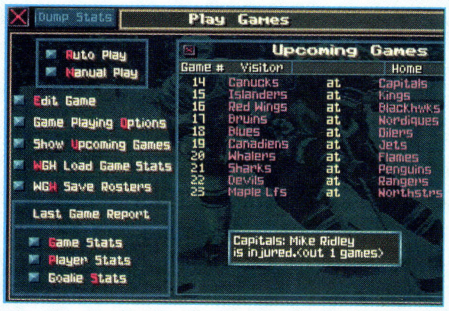
GAME SPECS:

Requirements:	640k
Sound Support:	None
Controller:	Keyboard, Mouse
Available for:	PC and compatibles
Designed by:	V. J. Lakshman
Distributed by:	Bethesda Softworks
Retail Price:	$44.95
Hard Drive Space:	2 Meg
No. of Players:	One player

Life in the NHL can be very exciting as a player, but what about life for the coaches and general managers? Hockey League Simulator 2 from Bethesda Softworks gives you the chance to find out just how difficult the decisions regarding the future of a team are! Since each team needs to make a profit, players salaries play an important role in the final roster for each team. Trades between the different teams can be used to bolster a weak position or to get rid of an over-priced player. If you want to do more than just coach and manage a team, you can direct the season played in Wayne Gretzky 3 through this program. Detailed menus and access to all of the different areas of the world of hockey are yours to command. If you aren't happy with your head coach, fire him and get someone else in his place. As the head coach, select your starting line-up and different squads as well as your starting goalie. If you think you've got what it takes to bring a Stanley Cup Championship to your team, give this a go!


General Manager
Fire Head Coach
Display Salaries
Trade Players
Send to Farm
Send to Pro
Check Finances
Check Waivers
Priority List
View Team
Pro
Farm

As the general manager, you will make the choices that decide the fate of your team.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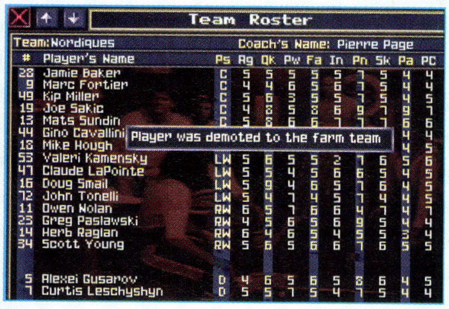
Play Games
Auto Play
Manual Play
Edit Game
Game Playing Options
Show Upcoming Games
WGH Load Game Stats
WGH Save Rosters
Last Game Report
Game Stats
Player Stats
Goalie Stats
Upcoming Games

Game #	Visitor		Home
14	Canucks	at	Capitals
15	Islanders	at	Kings
16	Red Wings	at	Blackhwks
17	Bruins	at	Nordiques
18	Blues	at	Oilers
19	Canadiens	at	Jets
20	Whalers	at	Flames
21	Sharks	at	Penguins
22	Devils	at	Rangers
23	Maple Lfs	at	Northstrs

Capitals: Mike Ridley is injured.(out 1 games)

During the game, injuries will necessitate line and roster changes.

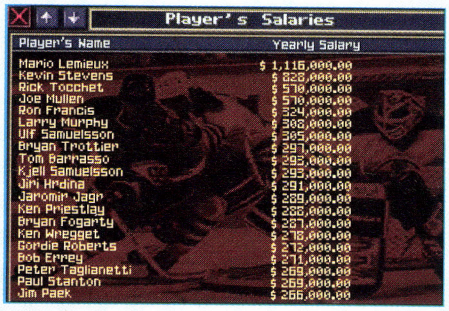

Team Roster

Team:Nordiques Coach's Name: Pierre Page

#	Player's Name	Ps	Ag	Qk	Pw	Fa	In	Pn	Sk	Pa	PC
28	Jamie Baker	C	5	5	5	5	5	7	5	4	4
9	Marc Fortier	C	4	4	6	5	6	7	5	4	4
49	Kip Miller	C	5	6	3	5	5	7	5	4	5
19	Joe Sakic	C	4	8	5	8	6	9	7	9	7
13	Mats Sundin	C	5	8	6	6	7	7	7	6	6
44	Gino Cavallini									4	4
18	Mike Hough									4	5
53	Valeri Kamensky	LW	5	6	5	5	2	7	6	5	6
47	Claude LaPointe	LW	5	5	4	5	6	6	5	4	5
16	Doug Smail	LW	5	9	4	6	5	7	6	4	5
72	John Tonelli	LW	5	4	7	4	5	7	4	4	5
11	Owen Nolan	RW	6	5	7	6	6	4	7	4	7
23	Greg Paslawski	RW	4	5	6	5	6	9	5	4	4
14	Herb Raglan	RW	6	4	6	5	4	5	5	3	4
34	Scott Young	RW	5	6	5	6	6	7	6	5	5
5	Alexei Gusarov	D	4	6	5	6	5	8	6	4	5
7	Curtis Leschyshyn	D	5	5	7	5	4	7	5	4	4

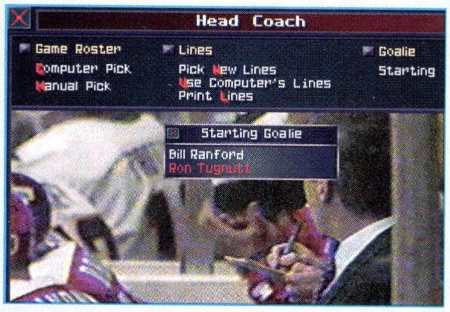
Player was demoted to the farm team

Send non-productive players down to the farm system to work on their skills.


Player's Salaries

Player's Name	Yearly Salary
Mario Lemieux	$ 1,116,000.00
Kevin Stevens	$ 828,000.00
Rick Tocchet	$ 570,000.00
Joe Mullen	$ 570,000.00
Ron Francis	$ 324,000.00
Larry Murphy	$ 308,000.00
Ulf Samuelsson	$ 305,000.00
Bryan Trottier	$ 297,000.00
Tom Barrasso	$ 293,000.00
Kjell Samuelsson	$ 293,000.00
Jiri Hrdina	$ 291,000.00
Jaromir Jagr	$ 289,000.00
Ken Priestlay	$ 288,000.00
Bryan Fogarty	$ 287,000.00
Ken Wregget	$ 278,000.00
Gordie Roberts	$ 272,000.00
Bob Errey	$ 271,000.00
Peter Taglianetti	$ 269,000.00
Paul Stanton	$ 269,000.00
Jim Paek	$ 266,000.00

You can construct your roster on the basis of player salaries to insure a profitable sea-


Head Coach
Game Roster
Computer Pick
Manual Pick
Lines
Pick New Lines
Use Computer's Lines
Print Lines
Goalie
Starting
Starting Goalie
Bill Ranford
Ron Tugnutt

Choosing the right goalie can make the difference between a win and a loss.

74

Hockey League Simulator 2 is just that, a simulator. Without Wayne Gretzky Hockey 3, you will not be able to play the actual games. However, this program can stand by itself without WGH3. Using HLS2, you make all of the coaching and general manager decisions for the teams. For enthusiasts of the sport, this program can add lots of options to normal hockey playing which were not previously available. I like the way you can just let the game results be generated randomly (complete with injuries). That way, you can still appreciate the full potential of the program without having to actually play the games. ***-Alex***

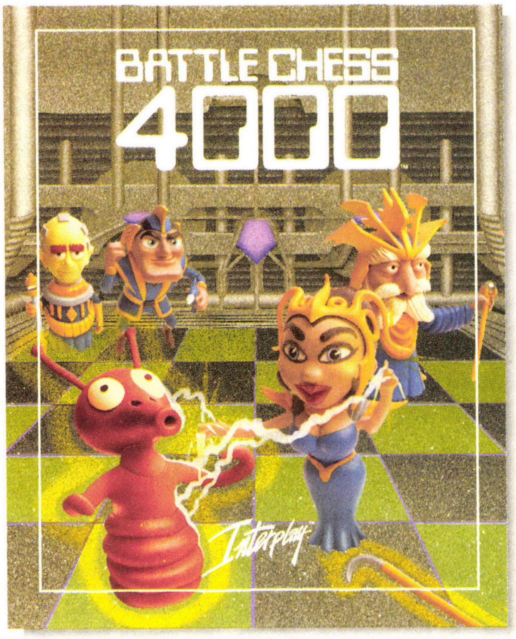
70

I will admit that I am not a real big hockey fan. While this game can be used in conjunction with Wayne Gretzky Hockey 3, I think HLS2 is extremely boring! All you do is see stats, stats, stats. There is nothing here that I haven't seen before, except that the program will play out games from stats imported from another game. As in similar football games, you can have all the stats you want, but it proves to be an ineffective way of determining who will win the game. Another problem is the injuries. They happen much too frequently and they make the game (allegedly able to play through an entire season in six minutes) really slow. ***-Rick***

82

Hockey doesn't rank very high on my list of favorite sports, but I do enjoy watching the game. I approached this title with a lot of hope, seeing as I generally prefer statistical sports games over those where you control the action. HLS2 is very complete; you can manage one team or the whole league. It isn't very exciting, but it is pretty interesting to watch the game progress. As players become injured, changes in the line-up must be made, but a poor choice can ruin the season or be a major financial mistake. This is realistic, and I like it. The ability to play along with Gretzky 3 is an added bonus. ***-Steve***

Welcome to the Chess Game of Tomorrow.



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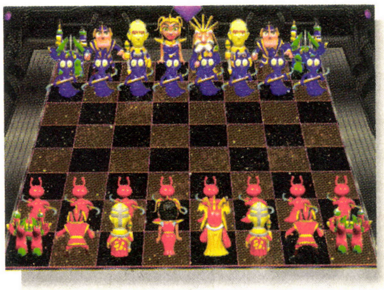

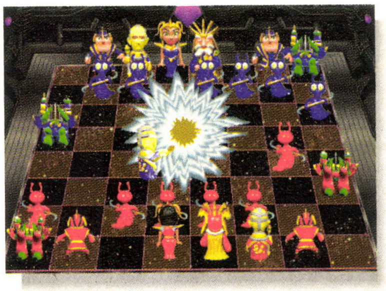

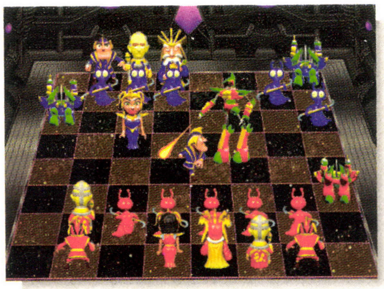

MS-DOS Screens Pictured.

Some of the many features of BATTLE CHESS 4000™ are:

- *Learns as it plays!*
- *Infinite levels of play from beginner to grandmaster*
- *Built-in chess clock*
- *Take back and replay moves, or try "What If" scenario*
- *Choose opening lines of play*
- *2D and 3D modes*
- *State-of-the-art animation from digitized clay models*
- *Special SVGA version with 640x480 256-color graphics*

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Interplay™

Interplay Productions
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Santa Ana, CA 92704
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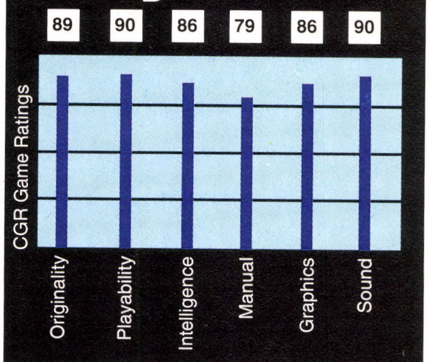
Spaceward Ho!

by New World Computing

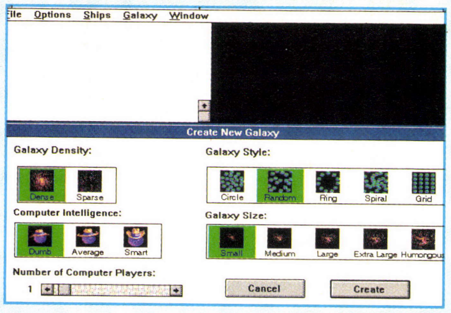
Overall Rating: 86%



GAME SPECS:

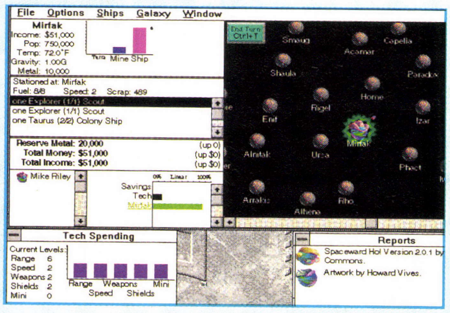
Requirements:	Windows 3.0, Hard Drive
Sound Support:	Multimedia Sound Board
Controller:	Mouse
Available for:	PC and compatibles
Designed by:	Joe Williams, Peter Commons
Distributed by:	New World Computing
Retail Price:	$59.95
Hard Drive Space:	3 Meg
No. of Players:	One player (up to 20 on-line)

Well, howdy pilgrims! Around this time you're probably startin' to get a mite itchy. All of this sittin' around has got yew a hankerin' to go wandering in the big black spaceways. After all, no self-respecting space cowpoke would be able to sit around for too long. Well, you're in luck! There is a new game coming your way called Spaceward Ho! So round up them space doggies and head 'em out into the bright stars. In Spaceward Ho!, you take part in a grand experiment of space exploration and colonization. You will have to build up a fleet of ships and travel from planet to planet colonizing, mining and terraforming. Once a planet has been sufficiently developed, it will become a source of income for your space empire. You put can part of your income into research to develop improvements for your ships so that you can design new and better vessels from four different categories. Pit yourself against up to 19 computer opponents or human players (over a modem) and see how well you do.


File Options Ships Galaxy Window
Create New Galaxy
Dense
Sparse
Circle
Random
Ring
Spiral
Grid
Dumb
Average
Smart
Small
Medium
Large
Extra Large
Humongous
Cancel
Create

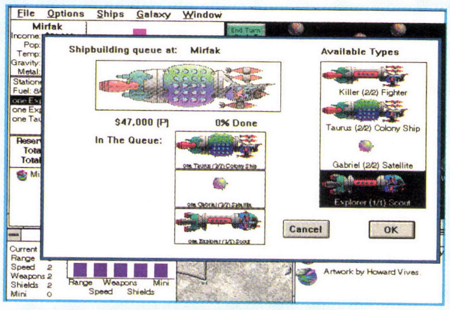
Galaxy Density: Dense
Galaxy Style: Random
Computer Intelligence: Dumb
Galaxy Size: Small
Number of Computer Players: 1

Create a galaxy to your specifications as you begin the game.


File Options Ships Galaxy Window
Mine Ship
End Turn Ctrl+T
Smaug
Capella
Acamar
Shaula
Paradox
Home
Rigel
Izar
End
Alnitak
Urca
Mirfak
Phact
Arrakis
Rho
Alhena
Tech Spending
Range
Speed
Weapons
Shields
Mini
Reports

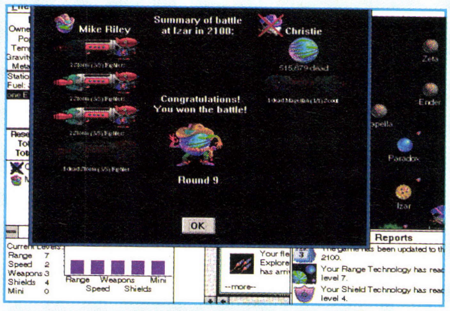
Mirfak
Income: $51,000
Pop: 750,000
Temp: 72.0°F
Gravity: 1.00G
Metal: 10,000
Stationed at: Mirfak
Fuel: 6/6 Speed: 2 Scrap: 469
one Explorer (1/1) Scout
one Explorer (1/1) Scout
one Taurus (2/2) Colony Ship
Reserve Metal: 20,000 (up 0)
Total Money: $51,000 (up $0)
Total Income: $51,000 (up $0)
Mike Riley
Savings
Tech
Mirfak
Current Levels:
Range 6
Speed 2
Weapons 2
Shields 2
Mini 0
Spaceward Ho! Version 2.0.1 by Commons.
Artwork by Howard Vives.

Send ships out from your home planet to colonize the outer reaches of space.


File Options Ships Galaxy Window
Mirfak
End Turn
Shipbuilding queue at: Mirfak
Available Types
$47,000 [P]
0% Done
In The Queue:
Killer (2/2) Fighter
Taurus (2/2) Colony Ship
Gabriel (2/2) Satellite
Explorer (1/1) Scout
Cancel
OK

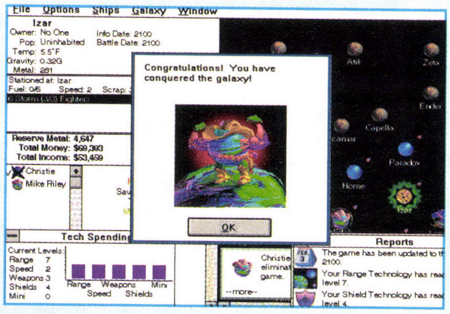
Artwork by Howard Vives.

Design and build ships to scout, colonize, attack and defend your worlds.


Mike Riley
Summary of battle at Izar in 2100:
Christie
Round 9
OK
Zeta
Ender
Capella
Paradox
Izar
Reports

Congratulations! You won the battle!

Defeat enemy ships in battle to take over their planets' production facilities.


File Options Ships Galaxy Window
OK
Tech Spending
Range
Weapons
Mini
Speed
Shields
Reports
Zeta
Ender
Capella
Paradox
Home
Izar
--more--

Izar
Owner: No One
Info Date: 2100
Pop: Uninhabited
Battle Date: 2100
Temp: 5.5°F
Gravity: 0.32G
Metal: 281
Stationed at: Izar
Reserve Metal: 4,647
Total Money: $69,393
Total Income: $53,459
Christie
Mike Riley
Congratulations! You have conquered the galaxy!
The game has been updated to 2100.
Your Range Technology has reached level 7.
Your Shield Technology has reached level 4.

Once you've eliminated your opponent, you can continue to explore the galaxy.

85

One of the most interesting features of this game is the ability to hook up with a group of friends over the modem. This does not do you any good if your do not have a lot of friends with modems, but if you do, you can have a rollicking good time. Even without this feature, you can have fun playing Spaceward Ho!. It can be very entertaining and is easy to learn, due to it's relative simplicity. I have a hard time taking it seriously as a true conquest game, though. The ability to design and name new spacecraft lets you add a personal touch to the game. I also like the way the computer saves the game automatically. ***-Alex***

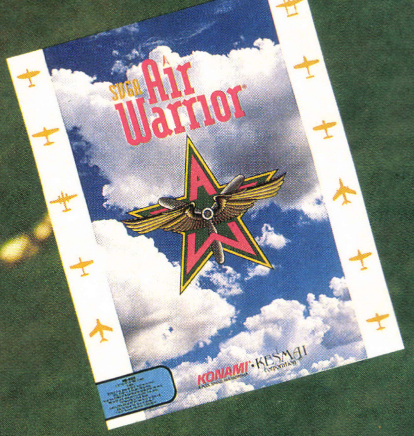
90

When I first looked at this game I thought it would be rather boring, but I was wrong. I have not had this much fun playing a game in awhile. The graphics are not spectacular, but the sound and game play make up for it. I like the way you can design and name all of your ships, and if you conquer a planet it is yours to name. A lot of humor also went into this game, which enhances it all the more. The game was a little confusing for me to learn at first, but once I got the hang of it, it was just plain fun kicking some alien butt. You also have the ability to play with 20 different people or computer players. Check this one out! ***-Rick***

83

I expected Spaceward Ho! to have a bit more action down on the surfaces of planets, but I really didn't miss that once I got into the game. While it's a conquest game, it's pretty simplistic compared to others of the same genre. This was refreshing in a sense, because Spaceward Ho! was so easy to get into and play. I love how it sounds when you fly toward a planet or decide not to move (whoa!). The graphics are nice and while not too specific for each planet, they are more than adequate. I also like the ability to create new ship styles and name planets after victory has been won. Windows gaming just got a whole lot better. ***-Steve***

Flight From The Ground Up



Enter a time when pilots really *flew* planes…airspeed was manageable, controls were simple, *nothing* was computerized. Dogfight success was determined by toughness and talent, not technology.

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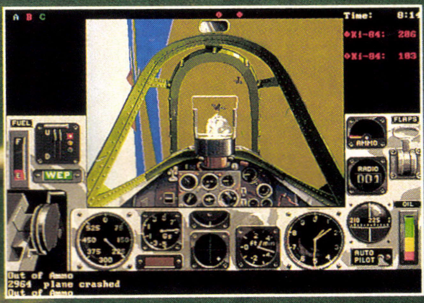
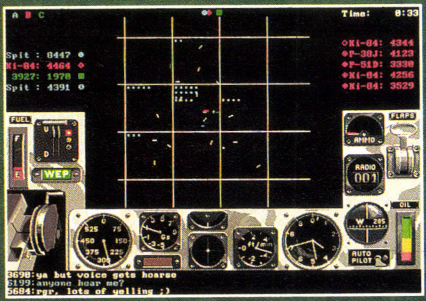


```
Ki-84:  286
Ki-84:  183
Out of Ammo
2964  plane crashed
Out of Ammo
```

Don't let him back on top; it's a veteran move. Sight and squeeze to keep a Zero from zeroing in on you.

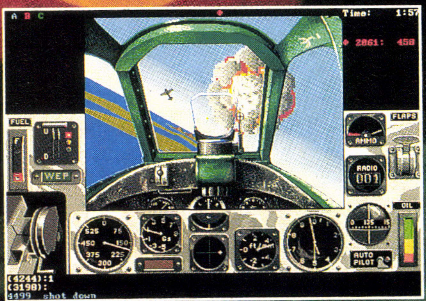


```
Spit : 8447
Ki-84: 4464
 3927: 1978
Spit : 4391

Ki-84: 4344
P-38J: 4123
P-51D: 3330
Ki-84: 4256
Ki-84: 3529

3698:ya but voice gets hoarse
6199:anyone hear me?
5684:rgr, lots of yelling ;)
```

Bring up the radar screen to ID the position of friend, foe, and landing fields, in a 900 sq. mile air theatre.



```
2861:  458
(4244):1
(3198):
4499  shot down
```

Bogey #2, 11:00!! Chase him, but save enough fuel to escape from behind enemy lines.

CIRCLE #141 ON READER SERVICE CARD.

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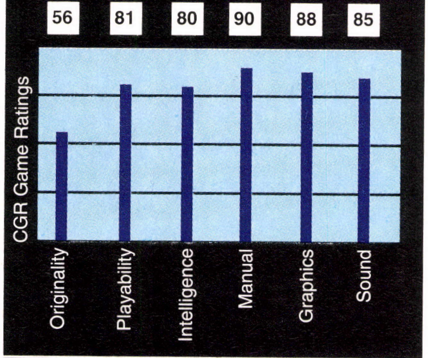
Greens

by MicroProse

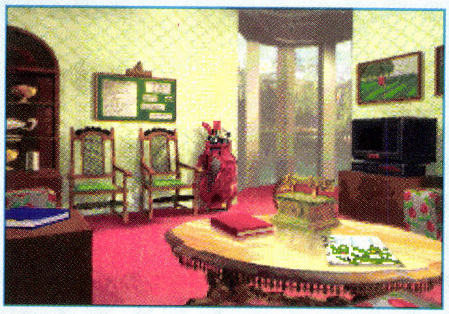
Overall Rating: 82%



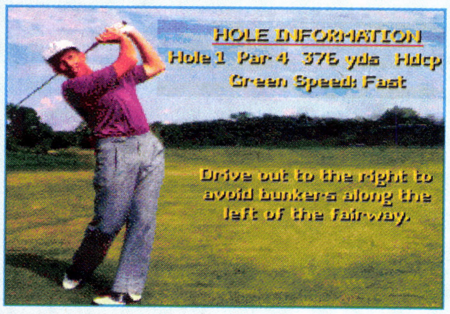
GAME SPECS:

Requirements:	2MB RAM, hard disk, VGA
Sound Support:	AdLib, Roland, SoundBlaster
Controller:	Keyboard, Mouse (rec)
Available for:	PC and compatibles
Designed by:	The Thought Train
Distributed by:	MicroProse
Retail Price:	$59.95
Hard Drive Space:	13 Meg
No. of Players:	1-4 players

Greens is the first instructional 3-D golf simulation. MicroProse and David Leadbetter, "The world's No.1 golf coach," will lend a helping hand, providing players with hints for making that perfect shot. Greens includes a detailed 3-D landscape which allows you free movement through six challenging courses. Spectacular 256 color VGA graphics bring the many different courses to life. This is the first golf game to include actual swings for every type of club and different swings for male and female players. You can choose to play via modem against a friend. Greens also incudes realistic sound effects with the Roland, AdLib, and SoundBlaster sound cards. Your player profile can be changed, including a full handicapping system. There are a dozen game types including strokeplay, matchplay, best ball, skins, and a full tournament. There is an easy-to-learn tutorial and a manual with over 100 pages of hints and tips to help you play! Greens will assist the novice and the pro in improving their game.



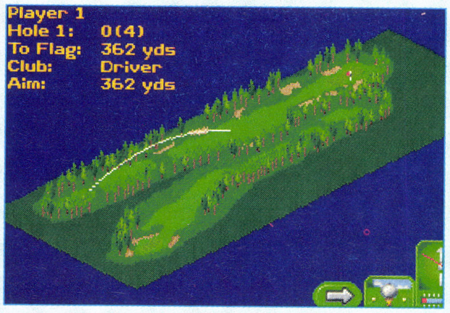
Choose one of a number of options from this screen, including a view of all your stats.



HOLE INFORMATION
Hole 1 Par 4 376 yds Hdcp
Green Speed: Fast

Drive out to the right to avoid bunkers along the left of the fairway.

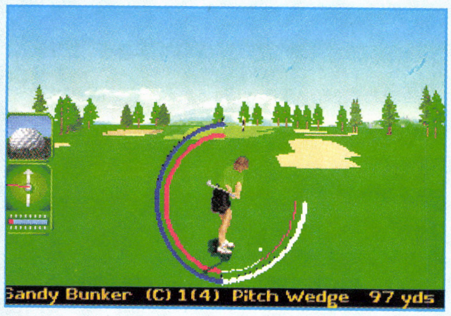
Before each hole, receive valuable information regarding your next shot.



Player 1
Hole 1: 0(4)
To Flag: 362 yds
Club: Driver
Aim: 362 yds

Before teeing off, plan your shot and select the right club.

After selecting your favorite camera angle, you can see where the ball lands.



andy Bunker (C) 1(4) Pitch Wedge 97 yds

Watch the blue, red, and white bars when you swing for the best possible shot.

74

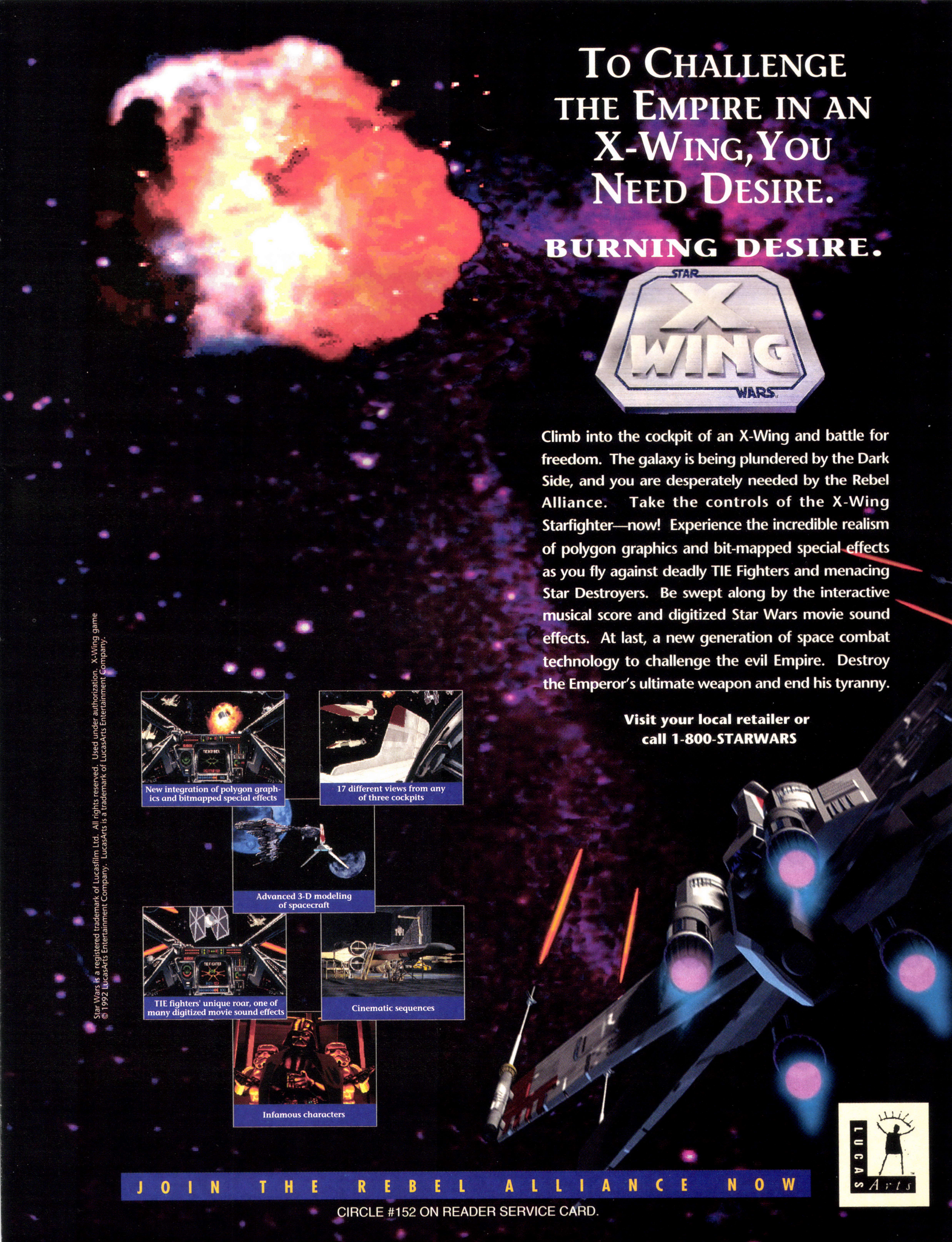
At this point I have seen quite a few golf games, and while Greens is one of the better ones, it is definitely not the the best. The graphics are nice, but not really spectacular and the sound is pretty much the same. I found the control scheme for hitting the ball to be somewhat harder to use than in other golf games, and that detracted a little from my enjoyment. The game does have a decent feature which gives you pointers on how to improve your game. There are also a variety of special features available for you to use. Overall, Greens is not a bad golf game, but there are others I would choose to play over it. ***-Alex***

85

Greens is a good golf game with decent graphics and sound. There are several options contained in this game that are not available in other popular golf games. The best feature is the different camera angles. I also like how the commentator tells you what you are doing wrong. One thing I would have liked to have seen (or rather heard) is voice, for getting on my case for those blunders and bad shots. The manual is quite impressive; it is very informative, and gives you a good insight on many aspects of the game. One complaint I had with the game was the swing indicator. It is very difficult to learn to use correctly! ***-Rick***

87

I do enjoy computer golf games, so I looked forward to playing with this one. Naturally, I compared it with Links 386 Pro, and Greens came up on the short end of the stick. However, Greens comes out pretty far ahead of most other golf games. I love the way the camera tracks the ball after you tee off. I also like the ability to plan my shots from the overhead perspective of the hole. The only real drawback to Greens is that putting is almost impossible to master. Still, the inclusion of the putting green is a big help in this respect. Greens is a quality game, and it is an excellent inclusion in any computer golf catalog. ***-Steve***



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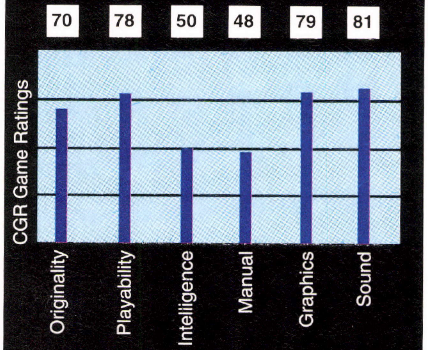
Home Alone 2

by Capstone

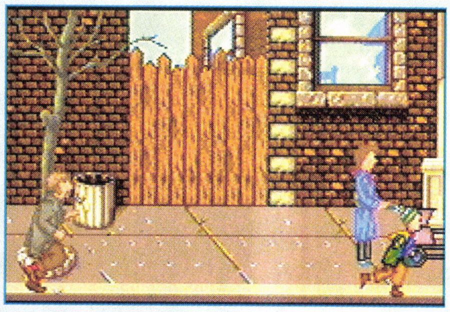
Overall Rating: 69%



GAME SPECS:

Requirements:	640K
Sound Support:	Ad Lib, Roland, Sound Blaster
Controller:	Keyboard, Joystick
Available for:	PC and compatibles
Designed by:	Manley & Associates
Distributed by:	Capstone
Retail Price:	$44.95
Hard Drive Space:	1.6 Meg
No. of Players:	One player

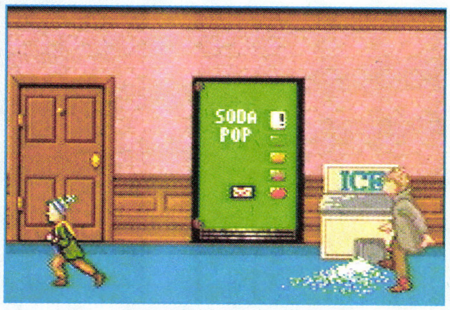
Kevin McCallister is back and he's all by himself again, but this time, he's in New York. He got on the wrong plane at the airport and he went to the Big Apple while the rest of his family went to Florida. To make matters worse, his old enemies Harry and Marv have escaped and are after him once again. You've got to help Kevin ditch these bandits and make it to Rockefeller Center. Harry and Marv give a constant chase, and they're a little bit faster than Kevin, so he needs to rely on his wits and their lack of the same. Trash can lids, paint rollers, bananas and other objects become lethal weapons when Kevin picks them up and hurls them at his foes. Traps can be set for the burglars to slow their pursuit as well. Run through the Plaza Hotel, Duncan's Toy Chest, Central Park and Kevin's uncle's brownstone as Kevin makes his way to the Christmas tree in Rockefeller Center where his mom is waiting. If Harry and Marv catch Kevin, it won't be a merry Christmas for him!



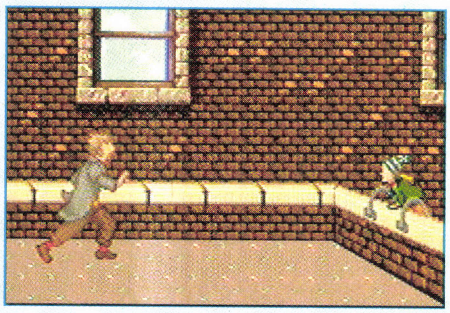
Slow down the two burglars with objects like trash can lids and mustard bottles.

HOME ALONE 2

Digitized pictures from the movie will appear between the different levels.



Knock over ice buckets in the Plaza Hotel to give Harry and Marv the slip.



When Kevin ducks down this ladder at the top of the brownstone, he's almost done!

Uh, oh! They caught you! Kevin'll need to keep on his toes to stay out of their grasp.

70

While I am not one of the throng of people who raved about the first movie and I do not have any real intention to see the second, I found Home Alone 2 to be reasonably fun. The keyboard controls are a little difficult to master at first, but once you get the hang of it, the game is easy. Still, I found myself having a decent time while I was playing. Unfortunately, the novelty does wear off. I doubt that too many people above the age of 12 or so will find themselves enthralled for any real length of time. Some of the little tricks and traps that Kevin sets for the bumbling crooks are amusing, but they are old by the tenth time. ***-Alex***

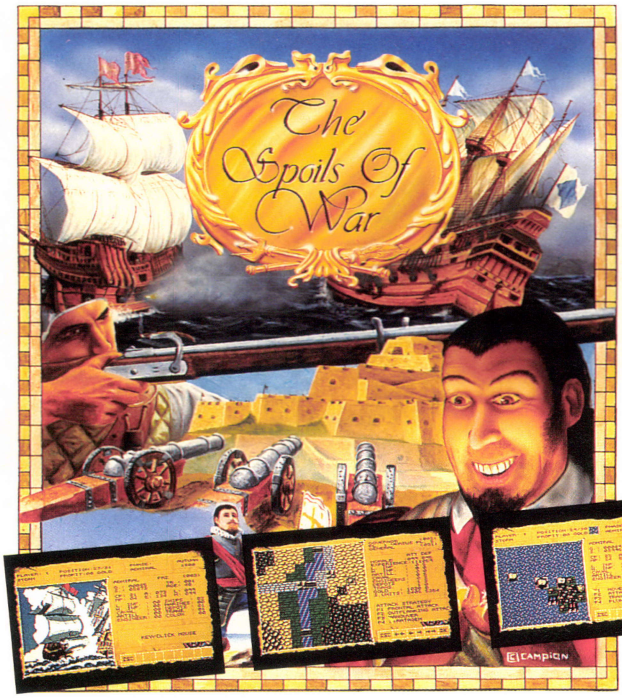
80

Home Alone 2 is not a great game, but I think you have to look at who this game is aimed for. It is aimed for kids, and kids will have fun playing it. I even had fun playing this game. It did get repatative, but on the harder levels it became more challenging. The graphics are decent, but the sound is really good. That is what partly makes this game. There are some digitized pictures, but not enough of them. I also think voice would have been a nice touch, especially for such a hit movie. The one thing I did not like about this game was the controls; the keys were too far apart, and you can not reconfigure them. ***-Rick***

58

Home Alone 2 could have been much better than it is. As the game stands, it's much too simplistic. All you do is run from one end of the screen to the other, pick up objects and throw them at the bad guys. The game would have been a lot more fun if you could, for example, duck into the elevators in the hotel and move to another floor, setting up traps for Marv and Harry to stumble into when they realize you're not around them. The digitized pictures from the movie don't add much to the game, either. Overall, my opinion of the game is the same as what I thought of the first Home Alone movie; not funny and very sadistic. ***-Steve***

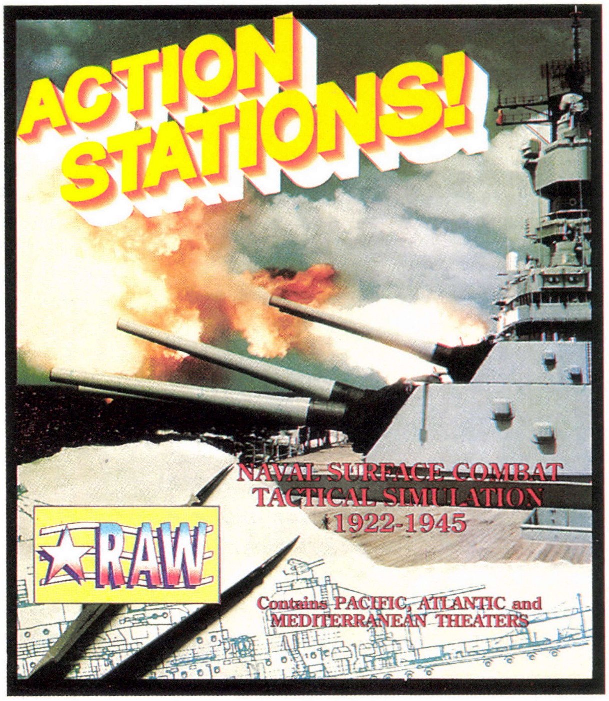
SPOIL YOURSELF WITH RAW



SPOILS OF WAR is a game of discovery, colonization and conquest of faraway lands. The player(s) function as commanders over several explorers. These explorers carry out the orders of the player. Race to be the player who achieves power and influence over these new lands.

Features:- 9 different start positions; load and save; 2 to 4 players *(human or computer)*; 19 difficulty levels; 4 seasons; Governors, Admirals, Commanders and Generals to command; infantry, cavalry, artillery, engineers, naval fleets, colonists and ***much much more!!!***

$59.95 IBM, Amiga (1mb)



ACTION STATIONS A Naval Surface Combat Tactical Simulation is unique. A combat modelling system designed by an active duty naval officer to test computerized tactical decision support systems has been adapted into a commercial simulation of unparalleled accuracy and authenticity.

CHECK OUT THE SCENARIO/UTILITY ADD ON.

Features:- Effortless menu system; Take full command or delegate, Authentic Battle Plot; 21 display/status boards; smoke, star shells, flares, searchlights, radar, weather, burning oil slicks and ***much much more!!!***

$49.95 IBM, Amiga (1mb)

FIRETEAM 2200
HIGH-TECH COMBAT ON DISTANT WORLDS
RAW

FIRETEAM 2200 A tactical wargame set in the 23rd century. Fight alone or command a *"Fireteam"* of up to 16 units.

Features:- 30 different combat units; 25 weapon systems; modem play between IBM and Amiga.

$49.95 IBM, Amiga (1mb)

WORLDS AT WAR
RAW

WORLDS AT WAR A game of planetary conquest for 1 or 2 players that can be played as a small tactical study with the flavour of a chess game, or for a weekend as a campaign game with vast regions of territory to explore!

Features:- Configurable battle map from 10 x 10 to 50 x 50! Bombers, missiles, scouts and ***much much more!!!***

$49.95 IBM, Amiga (1mb)

ALSO AVAILABLE

BLITZKREIG A WWII simulation of *"Battle of the Bulge"* with sophisticated AI. Based on the GDW boardgame of the same name.

$49.95 IBM, Amiga (1mb)

WHITE DEATH WWII simulation of one of the battles around Stalingrad; detailed AI. Based on the boardgame of the same name.

$49.95 IBM, Amiga (1mb)

COMING SOON

SPACE INC A simulation/RPG of interplanetary trading. Encounter pirates, sabotage, financial problems and ***much much more!!!***

$59.95 IBM, Amiga (1mb)

FLEET COMMANDER From the designers of the award winning **ACTION STATIONS** comes a new WWII naval simulation. All of the historical accuracy of Action Stations with carriers and submarines. State of the art VGA graphics. *$59.95 IBM, Mac, Amiga (1mb)*

DOMINANT SPECIES A strategy game based around the theory of evolution! For 1 to 8 players *(human or computer)*. You create new species to survive and thrive. More than 30 billion species to develop. *$49.95 IBM*

RAW Entertainment Inc.
3027, Marina Bay Drive, Suite 110,
League City, TX 77573 - 2772,
Telephone (713) 538 3399
Fax: (713) 538 2174.

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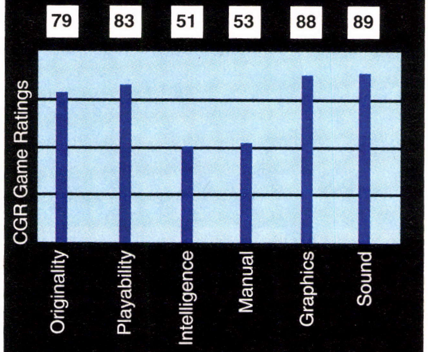
CIRCLE #166 ON READER SERVICE CARD.

Trolls

by Capstone

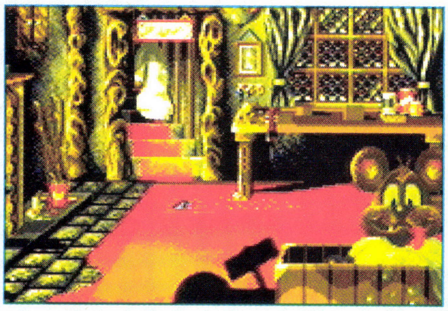
Overall Rating: 75%



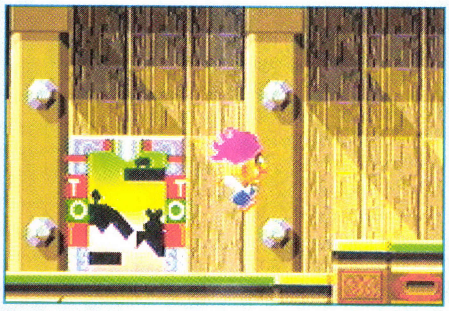
GAME SPECS:

Requirements:	640k
Sound Support:	Ad Lib, Sound Blaster
Controller:	Keyboard, Joystick
Available for:	PC and compatibles
Designed by:	Flair Software
Distributed by:	Capstone Software
Retail Price:	$44.95
Hard Drive Space:	2 Meg
No. of Players:	One player

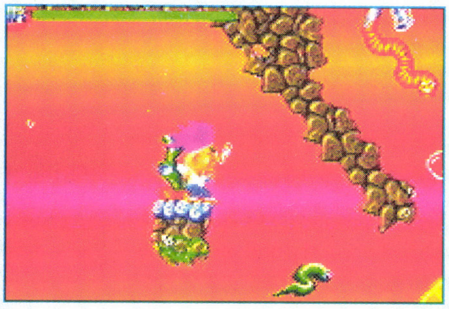
Something terrible has happened! Some wicked individual has kidnapped all of the baby trolls. What brave individual will step forth to go to their rescue? How about you? Step forth, brush back your large mane of purple hair and prepare for the adventure of a lifetime. Trolls takes you on a wild ride through strange worlds like Media Land, Candy Land and the World of Board Games. In these and other realms, you must search the bizarre landscape for the missing troll offspring. Along the way, you can collect items and extra points that are either laying around or hidden in balloons. The inhabitants of the strange lands are not friendly, so you may need to find your trusty yo-yo to do battle with them. Once you have rescued your quota of infants head for the Pig-Stop where you can catch a ride on a cigar-chompin' swine who will fly you to safety. Swim oceans of soda, leap tall jacks-in-the box and climb mountains of newspaper to seek out and rescue the future generations of trolls.



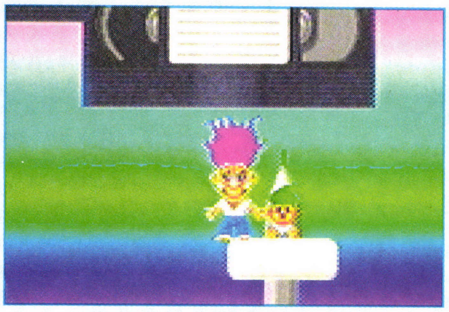
It looks quiet enough, but evil is afoot. Soon, you'll have to spring into action.



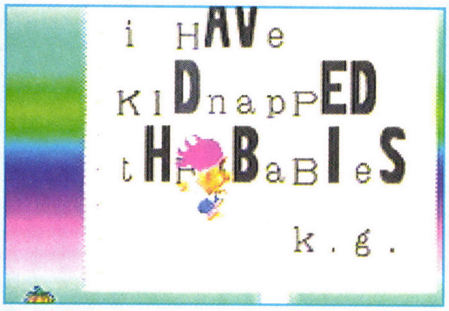
There are many portal to explore. Beyond each is a strange, new world.



Take a refreshing dip in Soda Land. What's your favorite flavor, cherry or orange?



Rescue little tykes like this one to insure the continuation of the troll community.



i HAVe
KIDnappED
tH BaBIeS
k.g.

You may run across some subtle hints to this mystery as you go.

74

Trolls is a pretty cutesy game that could be popular for a younger age group. I personally did not have any problems with the control and found the character to be responsive to my commands. The concept of the game is somewhat unusual, but that has never been counted against a game before. The game gets much better when you get your hands on a yo-yo, because you can do some cool things with it, sort of like a certain popular web-slinger. I kind of enjoyed playing Trolls in a sort of second childhood way, but I do not see myself abandoning my latest conquest game favorite in favor of this one. ***-Alex***

75

I found Trolls pretty boring. The animation was choppy (on a 386) and I found the control almost impossible to play with. On the lighter side, the sound is good and the game goals, however weird, are also good. In addition, the background graphics are also excellent. This game is targeted at younger people, so the level of difficulty came as quite a surprise. I had trouble getting past the first couple of areas. There are several levels, each of which get increasingly harder. I think this game is best suited for kids who drink tons of pop and eat mounds of sugar, because the sugar buzz can only help them win. ***-Rick***

77

It's pretty obvious that Trolls was made for a younger crowd, but that doesn't stop the game from being relatively entertaining. If you can look beyond the garish colors, the millions of stars that appear every time you hit something and the fact the Trolls are probably the ugliest toy to ever hit the market, you'll find a title with a surprising amount of game play. It's sort of like Mario meets Sonic the Hedgehog on the astral plane. The backgrounds are interesting, particularly Media Land, where you jump in front of news clippings and are attacked by desk lamps. My main problem with the game is that the colors hurt my eyes. ***-Steve***

THE MOST HIGHLY RATED GAME IN FOOTBALL.

For John Madden, "Football's a game of ratings and matchups." That's why John Madden Football™ II captures all the subtle nuances, all the personality of the game itself. You'd expect that with up to 8 ratings per player, 35 players per team, 28 pro caliber teams, plus an All-Madden squad.

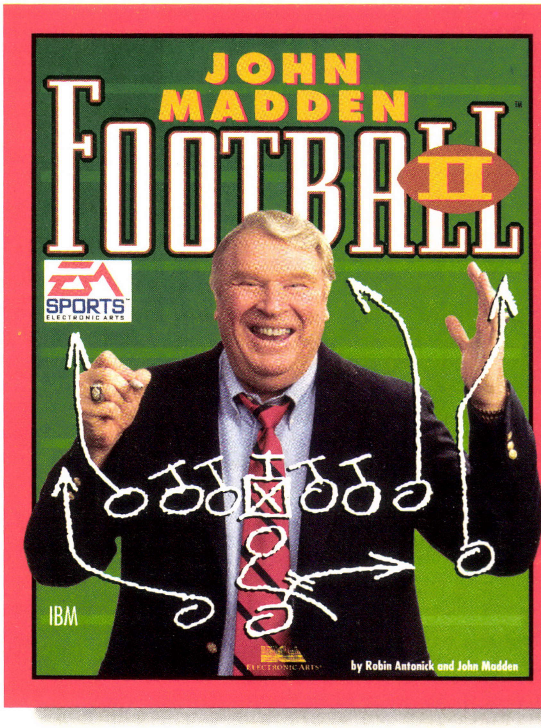
What you might not expect is how far inside football you get. Design your own plays. Or choose from Madden's new playbook packed with over 80 offensive and 100 defensive plays. Your game plan has to take into account every facet of the game: injuries, penalties, and, of course, the plan of the guy pacing the far sideline.

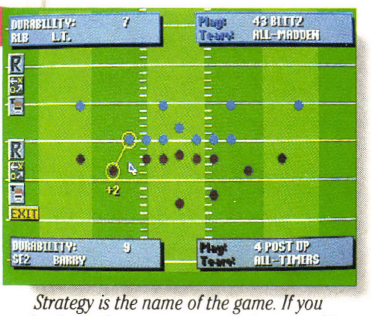
The challenge to tackle is making the right call, the right one-on-one matchups. Every down. On both sides of the ball. Kind of like chess with shoulder pads.

Of course, the action's brought to you by the highest rated sports coverage: EA SPORTS.™ Providing stunning 3-D field perspectives. Instant replays. Stats at any time. And play-by-play analysis and help from Madden himself.

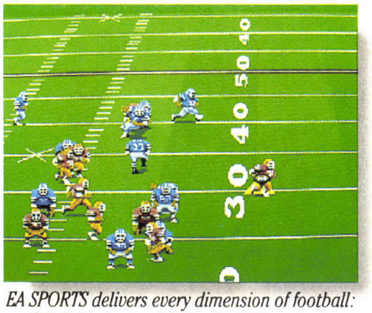
It's no wonder John Madden Football earned such positive ratings. *OMNI*, for example, called the original "Computer Sports Game of the Year." And this version's even more intense.

Visit your local Electronic Arts dealer or call (800) 245-4525 anytime to order. Then see how you rate in Madden's league.

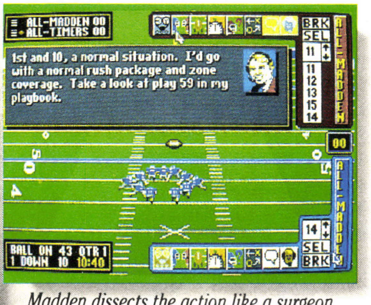

JOHN MADDEN
FOOTBALL II
EA SPORTS ELECTRONIC ARTS
IBM
ELECTRONIC ARTS
by Robin Antonick and John Madden


DURABILITY: 7
RLB L.T.
Play: 43 BLITZ
Team: ALL-MADDEN
+2
EXIT
DURABILITY: 9
SE2 BARRY
Play: 4 POST UP
Team: ALL-TIMERS

Strategy is the name of the game. If you dominate the one-on-one matchups, you'll have a future in this league.



EA SPORTS delivers every dimension of football: 3-D field view and 256-color VGA support.


ALL-MADDEN 00
ALL-TIMERS 00
BRK
SEL
ALL-MADDEN
BALL ON 43 QTR 1
1 DOWN 10 10:40

1st and 10, a normal situation. I'd go with a normal rush package and zone coverage. Take a look at play 59 in my playbook.

Madden dissects the action like a surgeon with in-depth analysis on every play.

EA SPORTS™
ELECTRONIC ARTS

CIRCLE #111 ON READER SERVICE CARD.

AdLib SOUND

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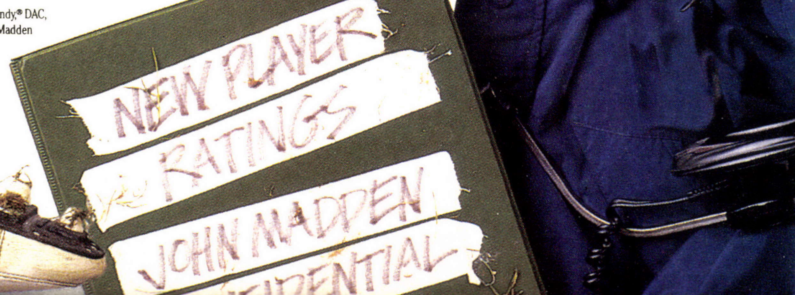
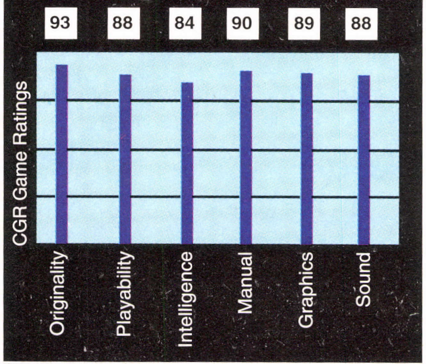

NEW PLAYER
RATINGS
JOHN MADDEN
CONFIDENTIAL

Stunt Island

by Disney

Overall Rating: 92%

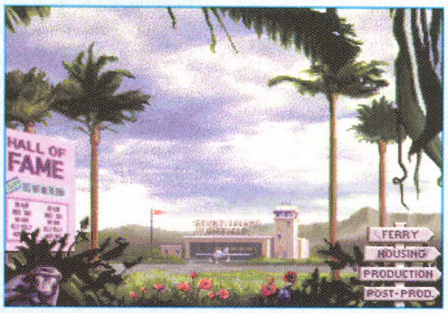


GAME SPECS:

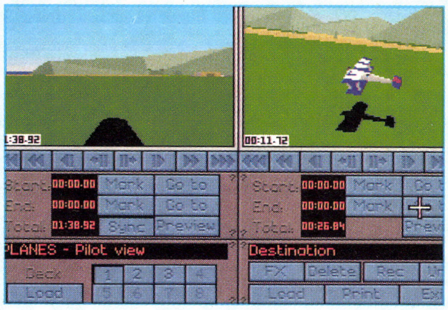
Requirements:	386SX or better, 640k
Sound Support:	Most sound boards
Controller:	Keyboard, Mouse, Joystick
Available for:	PC / compatibles
Designed by:	Ronald Fortier
Distributed by:	Disney
Retail Price:	$49.95
Hard Drive Space:	12 Meg
No. of Players:	One player

Stunt Island allows you to be the coordinator, stunt pilot, filming crew, editor and director of exciting movie stunts. Do things you have never done before with a flight simulator - land on moving trains, play chicken with a truck on a crowded street or pluck an escaping convict off a tower on Alcatraz island. Choose any of 45 carefully designed military and civilian aircraft, beautifully rendered with Grouraud shading.

Filming will never be the same. Position up to eight cameras to capture all the action. Place cameras on moving cars or even in a spotter plane, using your pan and zoom to stay right with the scene.

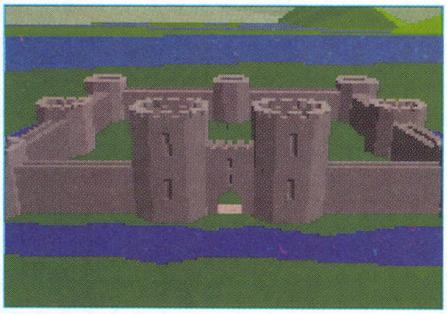

HALL OF FAME
FERRY
HOUSING
PRODUCTION
POST-PROD.

This is the hanger in Stunt Island. Choose from 45 planes to fly.


Start
End
Total
Mark
Go to
Sync
Preview
PLANES - Pilot view
Destination
Deck
Load
FX
Delete
Rec
Print

Edit your films together when you go to the production center.

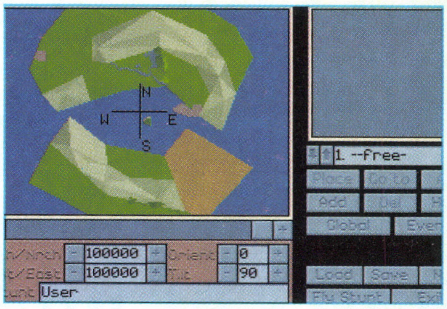
Choose the location from a huge self-contained 3-D world featuring 34 pre-built sets. Large cities, small towns, a castle, LAX, a canyon and others are yours to fly around. You can also design your own set from an inventory of more than 800 objects, famous landmarks and vehicles. Set your vehicles in motion, trigger explosions and fire missiles - you have complete control.



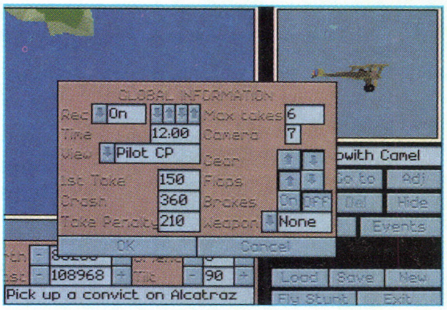
This is just one of the special places you can take your movie to.

After performing the stunt, get set to show your skills in the editing room. Cut and splice the best camera angles into your action-packed film. After editing, go talk to the sound and special effects man. Add music, sound, optical effects, credits and even your own voice overs (this requires a Sound Blaster). If you don't think you have the knack for all that editing, you may choose to use an auto editing feature to help you learn the ropes.

If you choose a career on Stunt Island, you'll begin as an apprentice stunt pilot. Don't worry about wasting film if you take the career route; you have as many takes as you need to get the stunt right! If, however, you decide to enter the competition, you will have to prove yourself as the hottest stunt pilot. If you win the Stunt Pilot of the Year contest you'll have the newly finished airfield named after you!


N
W
E
S
1. --free-
Place
Go to
Add
Del
Global
Load
Save
Fly Stunt
Exit

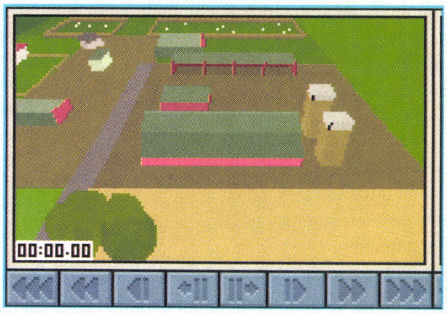
Orient 0
Tilt 90
User

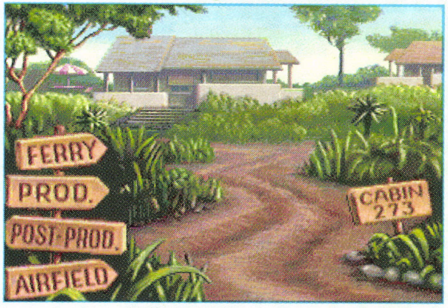

GLOBAL INFORMATION
with Camel
Go to
Del
Hide
Events
OK
Cancel
Load
Save
New
Fly Stunt
Exit

Rec On
Time 12:00
View Pilot CP
1st Take 150
Crash 360
Take Penalty 210
Max takes 6
Camera 7
Weapon None
Pick up a convict on Alcatraz

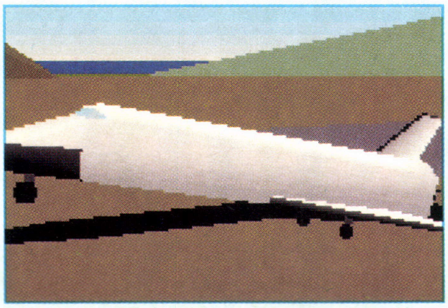
This is where you do your editing. Load films and process sounds to make a movie.

Non-pilots can also create exciting films without having to touch the controls of an airplane! All you have to do is take pre-shot footage and edit it any way you like. If you do choose to fly, your planes include the A-10 Thunderbolt , A-6E Intruder, the B-2 Stealth Bomber, a Boeing 747, an ultralight and a duck.



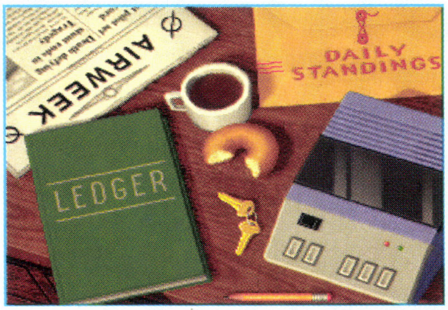

FERRY
PROD.
POST-PROD.
AIRFIELD
CABIN 273

From this area, you can go fly stunts or jump right into the editing.

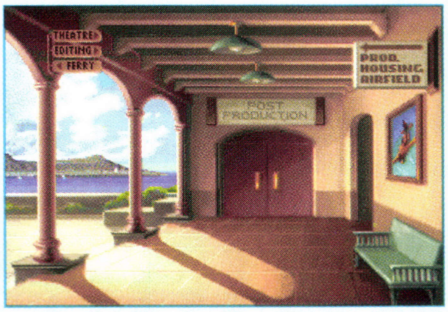


Be the first person on your block to fly the Space Shuttle like an airplane.

You will also be able to set up special events. For example, if an aircraft gets within a certain radius of the toxic drum, have the drum explode. Or, if a pilot successfully lands his hang glider in the center of the sports stadium, have the cheering start and award the pilot 100 points. All of this is easy to understand, and is explained through clear instructions. There is also a tutorial to help you learn the art of making realistic films with this program. You will actually set up a stunt that is used in the Stunt Pilot of the Year contest. This is designed to show you that all of the stunts were made within this package, and can be done with a minimal amount of effort. You can upload the movies you make onto several bulletin boards so that others can share in the excitement of your stunts!



This is your home while you are in Stunt Island. You may even get a phone call!



Go to post-production or the theater for a look at your latest blockbuster!

87

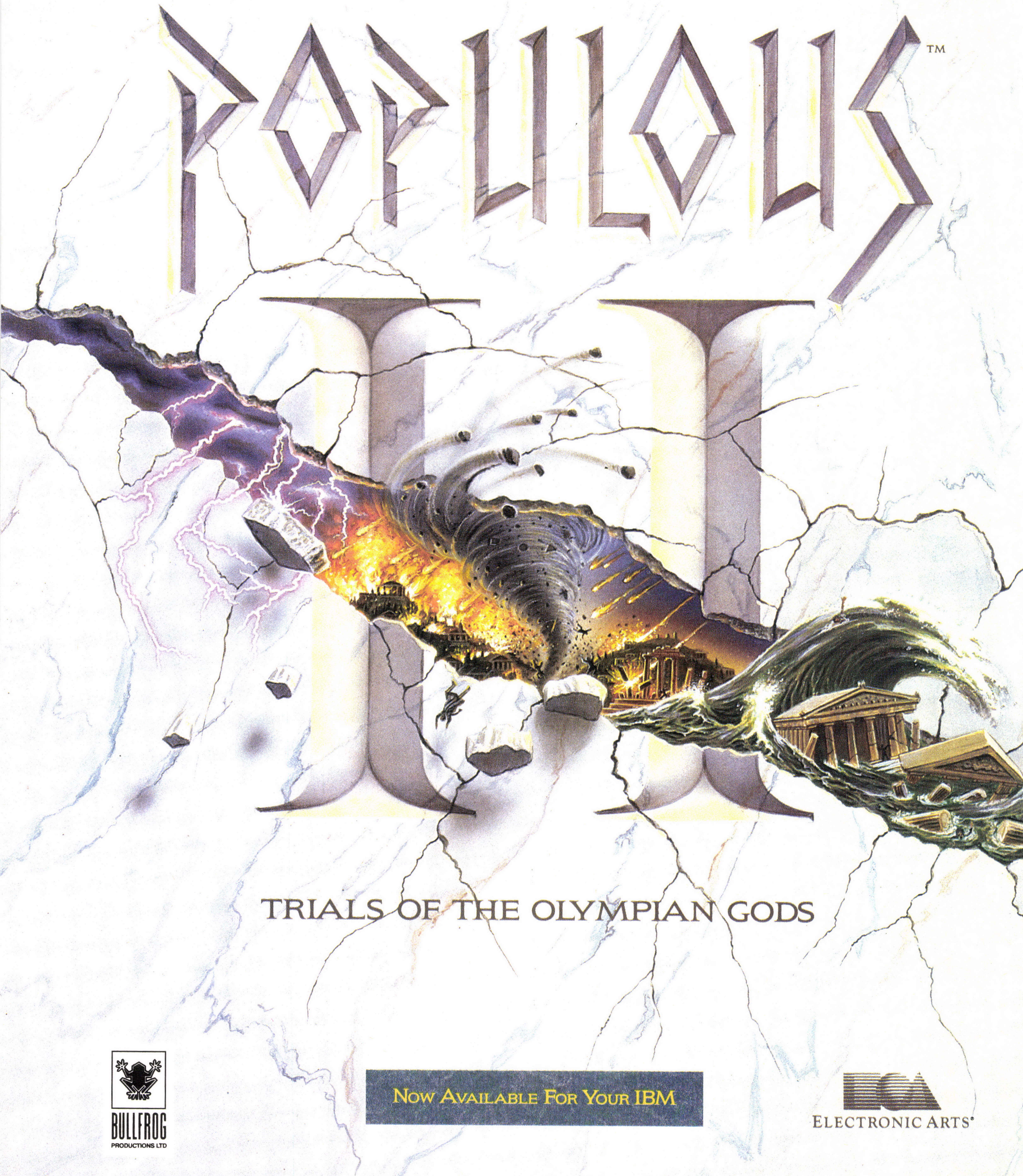
Looking for a flight simulator with a twist? You just found it. Stunt Island lets you flight fans accomplish the things that you have really been trying to do in all of those other flight games. Try barnstorming, landing on a bridge and sharpen your mid-air collisions. By entering the Stunt Island competition, you can try your hand at all of this and more. The stunts that you take on have some rather strict conditions on them, which can be very difficult for those who are less skilled. However, no matter how frustrating, the end result of watching the film of your successes (and sometimes even your failures) can be both entertaining and satisfying. The game includes a number of films and takes that you can view, most of which are pretty cool to watch. While it is true that the focus of this game is on aerial feats of skill, the stunt designer allows even those who are not flying aces to enjoy the magic of this program. They can piece together bits of previous footage with music and special effects to make a short film to show to all of their friends. A bunch of different flying devices can be used to perform your daring deeds from hang gliders to stealth bombers. Have you ever wanted to buzz Stonehenge in the Space Shuttle? Well, you can do it on Stunt Island. ***-Alex***

95

Stunt Island is a game destined to be a classic! With over 800 objects to choose from and about 45 airplanes to fly, the game will take a long time to get boring. You can even fly the Space Shuttle as a plane! The animation is truly incredible. The game doesn't run on a 286, but once you see it, you'll understand why. One thing I have never seen done before in such detail is the shading effect; it is absolutely out of this world. When I first went into the editing studio, I was overwhelmed with the way it looked. It is so real, right down to the three little lines across the screen when you are fast forwarding and the tape numbers on the bottom of the screen. This lets you mark a tape and a place to add sound to the exact spot you want. Also, if you have a Sound Blaster, you can record your own sounds and include them in your films. There is no limit as to what you can do with this program. The instruction book is very good and explains in-depth anything you want to know about performing or creating a stunt. The sound in the game is also great, and it gives you several different choices including a roaring crowd and many others. Stunt Island is one of those games that all future releases will be measured against! It's great! ***-Rick***

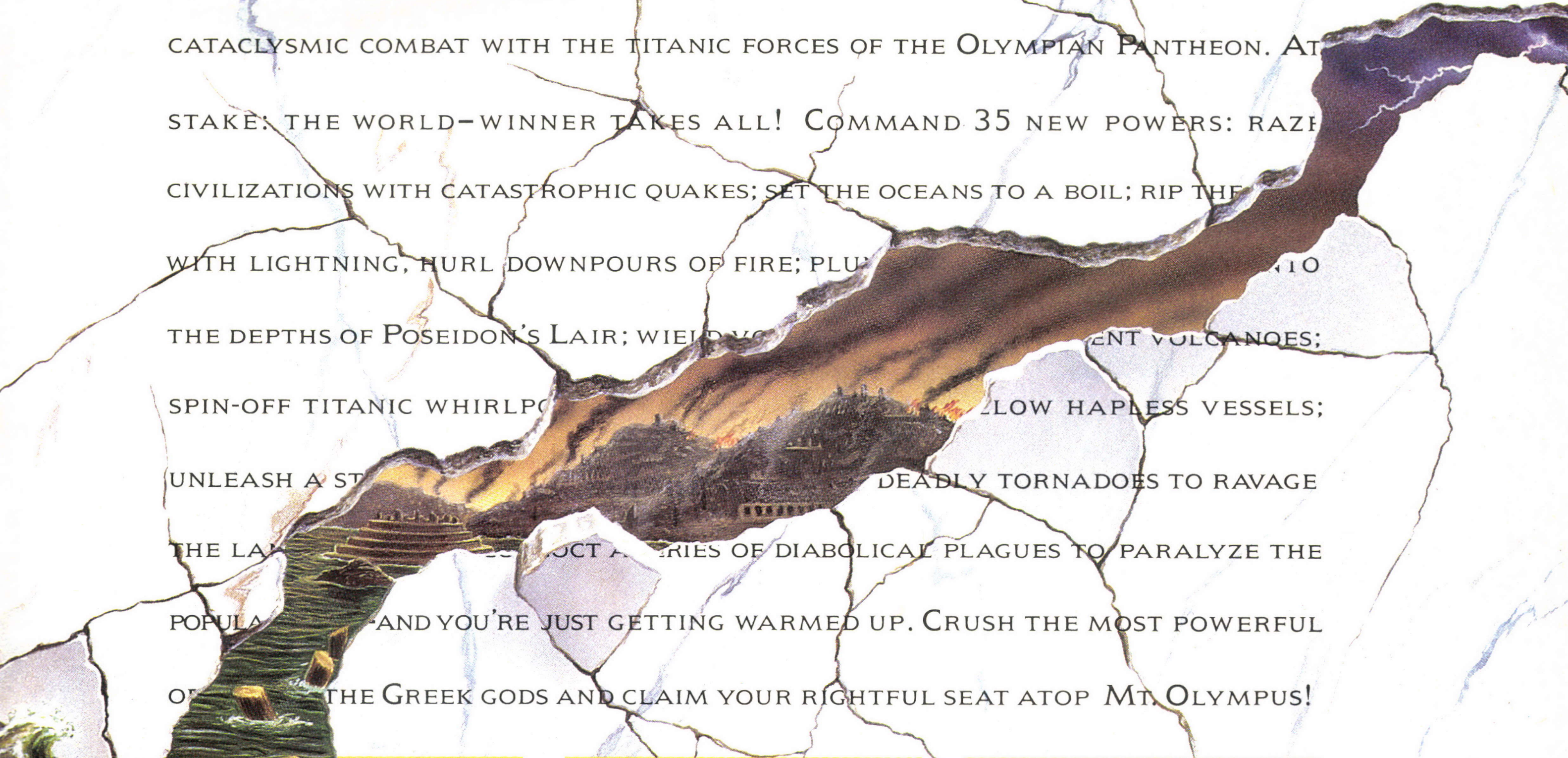
92

It's been some time since I've seen a real innovation in the actual game play of a flight simulator. While graphics and sounds get better and better, the whole idea behind the games stays pretty much the same. Stunt Island is a breath of fresh air into this genre. Instead of flying sorties or shooting down enemy planes, Stunt Island moves in a whole different direction. Some of the stunts do take place in combat, but many of them have little or nothing to do with fighting. I love the one where you have to land a Cessna on the Golden Gate Bridge. What makes this game so entertaining are the various stunts; I've never had the opportunity to really try out all the wild things I've thought of while playing other flight sims. Wouldn't it be fun to try and barrel roll a 747? Now I can! Stunt Island also has tons of replay value, because there really isn't an end to it. You can always come up with bigger and better stunts, more action and tougher challenges. What a great idea for a game! It's relatively non-violent, it's challenging, it's fun and it can even be competitive. The attention to detail is great and I really like the amount of terrain and airplanes available. I'll come to work on the weekends to play around with this title. Don't miss out on it! ***-Steve***

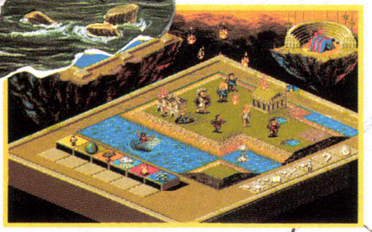

POPULOUS II™
TRIALS OF THE OLYMPIAN GODS
BULLFROG PRODUCTIONS LTD
Now Available For Your IBM
ELECTRONIC ARTS®

BACK WITH A VENGEANCE!

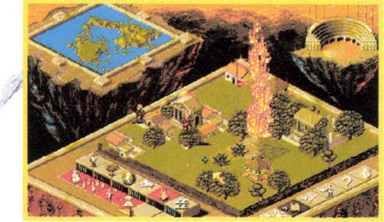
"A must-have experience. If you're already a Populous fan, you're in for a treat. If you're a newcomer, you're in for an addicting, entertaining gaming phenomenon." Computer Game Review



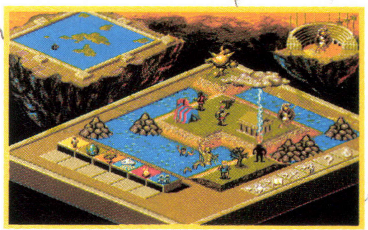
This time, Ancient Greece is the battlefield, and now you're locked in cataclysmic combat with the titanic forces of the Olympian Pantheon. At stake: the world—winner takes all! Command 35 new powers: raz civilizations with catastrophic quakes; set the oceans to a boil; rip the with lightning, hurl downpours of fire; plu nto the depths of Poseidon's Lair; wiel ent volcanoes; spin-off titanic whirlp low hapless vessels; unleash a st deadly tornadoes to ravage the la ct a ries of diabolical plagues to paralyze the popula and you're just getting warmed up. Crush the most powerful o the Greek gods and claim your rightful seat atop Mt. Olympus!



Torch your opponent's lands with a cataclysmic fire storm while you rip through their cities with a mighty tornado!



Create a thriving empire—build walls, roads or plant trees to increase your popularity and power!



Your ultimate fate rests in the hands of Zeus. Success on the battlefield may earn you a seat next to him on Mt. Olympus.

95 cents for the first minute, 75 cents for each minute thereafter. Be sure to get your parents' permission

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to use the Hotline if you are under 18 years of age. Messages are subject to change without notice.

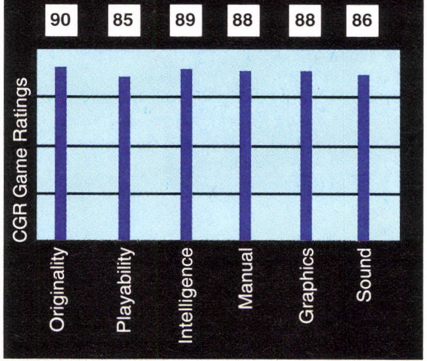
Populous II is available for the IBM and compatibles and the Amiga for $59.95. To order: visit your local retailer or call **1(800) 245-4525** anytime. Populous is a trademark of Electronic Arts. IBM screen shots.

CIRCLE #111 ON READER SERVICE CARD.

Humans

by Gametek

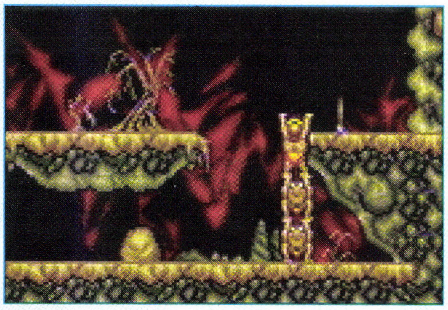
Overall Rating: 87%



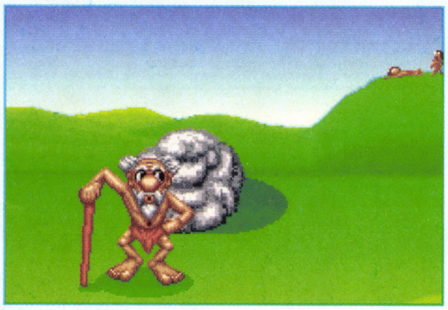
GAME SPECS:

Requirements:	640k, VGA
Sound Support:	Ad Lib, Sound Blaster, Roland
Controller:	Keyboard, Joystick
Available for:	PC and compatibles
Designed by:	Imagitec Design, Inc.
Distributed by:	Gametek, Inc.
Retail Price:	$39.95
Hard Drive Space:	2.9 Meg
No. of Players:	One player

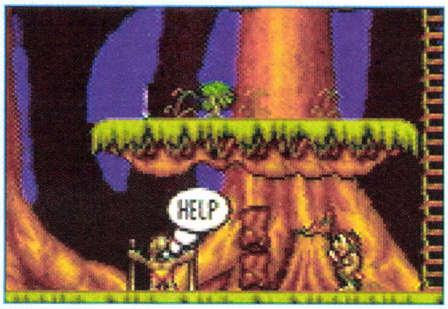
Back in the days around the dawn of time (well, maybe closer to early afternoon in a temporal sense), one of the tribes of primitive creatures decided that it was time for them to straighten their spines and strive to advance their society. (This was good, because all of that knuckle-dragging had a tendency to dry out the skin of their hands.) Since they wanted to do this in a hurry, they decided to call it the Rushing Evolution. Leaving their nice, sunny, breeze-swept trees, they moved into smelly, dark, damp and mildewed caves. However, this progress was not enough–they wanted more. You must lead the tribes as they try to bring about a new age of civilization. Using teamwork and a variety of tools that they discover along the way, the humans will have to overcome hungry dinosaurs, unfriendly tribesmen and the fact that they have the I.Q.'s of peanuts. Many challenging levels will test your reflexes and puzzle-solving abilities to the max as you try to bring about the age of the Humans.



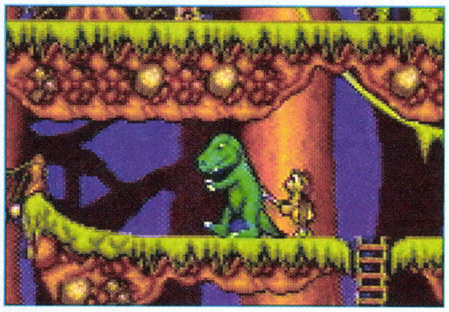
It's time for a quick game of stack the humans. Teamwork is crucial to success.



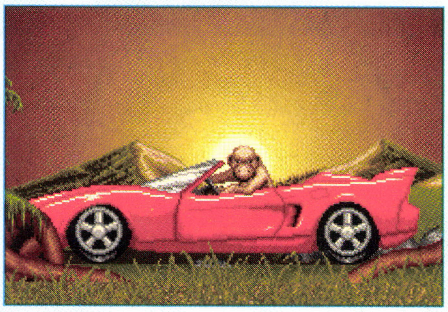
Each new tool discovery is followed by a short, amusing animation.



It's no damsel in distress, but if you rescue him he will add to the size of your tribe.



Fend off toothsome beasties with a torch or a spear. It beats becoming a light snack!



If you aren't smart or careful enough, you'll be left behind in the Evolutionary race.

85

I have always found puzzle games to be entertaining. Humans tests your problem solving skills along with some manual dexterity and timing. Some of the levels are challenging to the point of being frustrating, but the entertaining feel of the entire game reduces the annoyance. Even the instruction book is filled with humor and the animated sequences are hilarious. Once you get used to the controls, the game becomes considerably easier. However, until you do, you may curse yourself for throwing a spear when you meant to vault with it. Humans is thoroughly entertaining, but can also be rather challenging. ***-Alex***

88

Humans is a Lemmings-like game. This game features animation cut scenes and several different tools to use. At the beginning of each level, you will be told how many Humans are needed to complete the current level and will have a specific objective. For example, in one level you will discover the spear. There are several different uses for each item. Humans has very good graphics and sound. Learning the control was hard for me in the beginning of the game. The mouse is not supported, and I think it would have been pretty useful, but this does not take anything away from the fun this game delivers! ***-Rick***

87

Humans both is and isn't like Lemmings. Both games have you controlling a group of little characters striving for a particular goal, but in many ways, I like Humans more. For one thing, they stand still when you aren't controlling them, meaning that the only way they'll walk off a cliff is if you tell them to. I also like the graphics on this one a lot more, and the music is far superior to virtually any other puzzle game I've played. Occasionally, the jumps or maneuvers are very difficult, but the levels are all beatable. Good joystick skills and good thinking are required, and that's a combination I like. It's more fun than a barrel of cavemen! ***-Steve***

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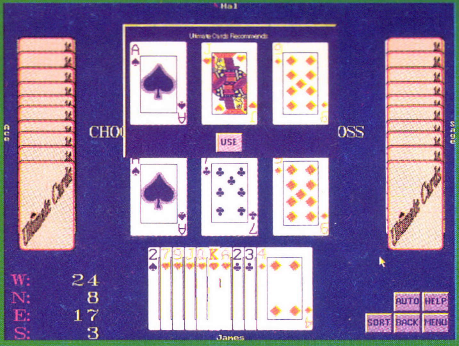
soon!

Whether a highly skilled card player, or one who is just learning, Ultimate Cards is for you!

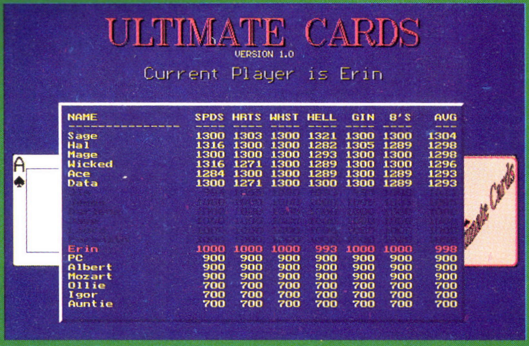
Ultimate Cards

Crazy 8's ♦ Gin Rummy ♣ Hearts ♥ Oh Hell! ♠ Spades ♦ Whist

Ultimate Cards-A fast-moving card game offering six different games for players of different skills and abilities. Play with or against any of 12 possible computer opponents, try new strategies, refine your weak points. Don't worry if things get tough...you can use the help, learn, or cheat option to get back into the game. With other options such as on-screen rules, VGA graphics, intelligent card sorting, and digitized voices, you can see why this is the *Ultimate* Card game.


Hal
Ultimate Cards Recommends
USE
W: 24
N: 8
E: 17
S: 3
AUTO
HELP
SORT
BACK
MENU
James

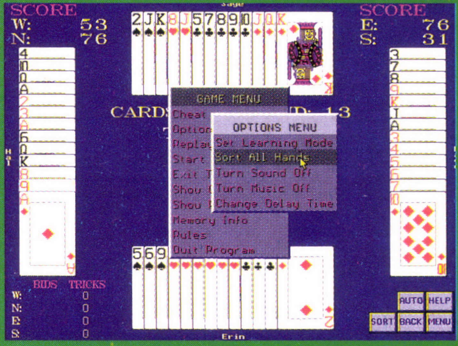
Innovative learn mode suggests an alternate passing strategy in Hearts.



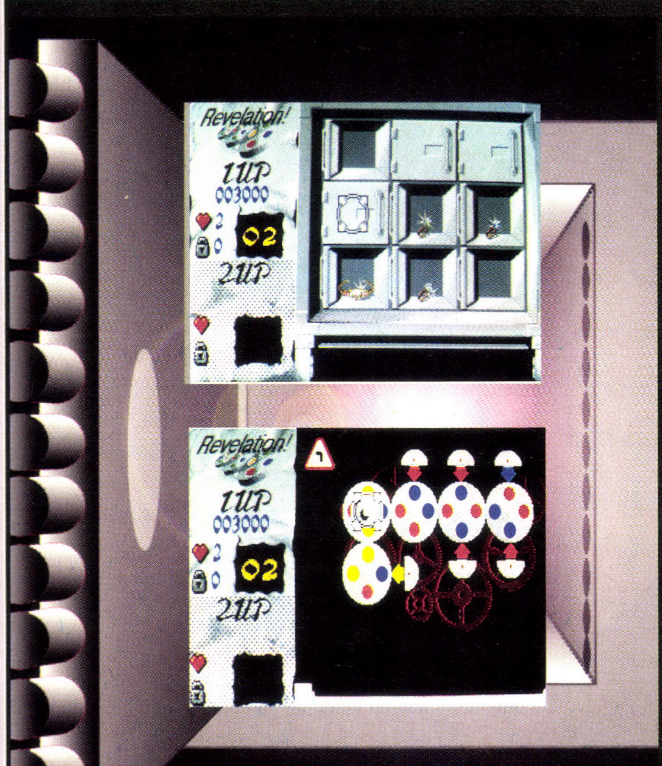
ULTIMATE CARDS
VERSION 1.0
Current Player is Erin

NAME	SPDS	HRTS	WHST	HELL	GIN	8'S	AVG
Sage	1300	1303	1300	1321	1300	1300	1304
Hal	1316	1300	1300	1282	1305	1289	1298
Mage	1300	1300	1300	1293	1300	1300	1298
Wicked	1316	1271	1300	1289	1300	1300	1296
Ace	1284	1300	1300	1289	1300	1289	1293
Data	1300	1271	1300	1300	1300	1289	1293
Erin	1000	1000	1000	993	1000	1000	998
PC	900	900	900	900	900	900	900
Albert	900	900	900	900	900	900	900
Mozart	900	900	900	900	900	900	900
Ollie	700	700	700	700	700	700	700
Igor	700	700	700	700	700	700	700
Auntie	700	700	700	700	700	700	700

Are you the best? Check progress on the master ratings and average screen.


SCORE
W: 53
N: 76
SCORE
E: 76
S: 31
GAME MENU
Cheat
Option
Replay
Start
Exit T
Show (
Show I
Memory Info
Rules
Quit Program
OPTIONS MENU
Set Learning Mode
Sort All Hands
Turn Sound Off
Turn Music Off
Change Delay Time
BIDS TRICKS
W: 0
N: 0
E: 0
S: 0
AUTO
HELP
SORT
BACK
MENU
Erin

Set learning mode, resort cards, cheat...so many options!


Revelation!
1UP
003000
02
2UP
Revelation!
1UP
003000
02
2UP

Revelation

Can You Solve The Puzzle...

Revelation is an interactive puzzle game in which valuable prizes are obtained by cracking safes. Each screen represents the locking mechanisms of a vault, and the tumblers must be properly aligned to gain access to the jewels and cash within. The quicker you crack the safe, the more time you'll have to collect the loot!

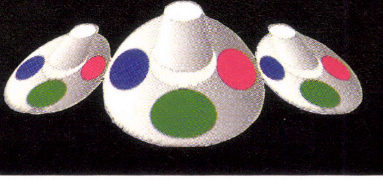
The goal of Revelation is simple—to gain the most amount of wealth in the least amount of time. But watch out! If you take too long to crack the safe time will run out, and you will be caught red-handed by the police.

Over 80 levels, each more difficult than the last

•

High scores recorded to track progress

For one or two players



Extra lives gained for superior play.

•

Bonus levels to collect even more valuable prizes

CIRCLE #153 ON READER SERVICE CARD.

MICROLEAGUE
Interactive Software

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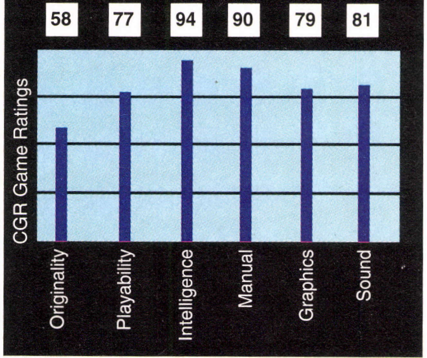
or visit your local retailer.

Airline Transport Pilot

by subLOGIC

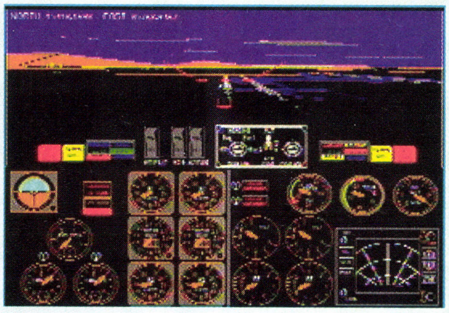
Overall Rating: 78%



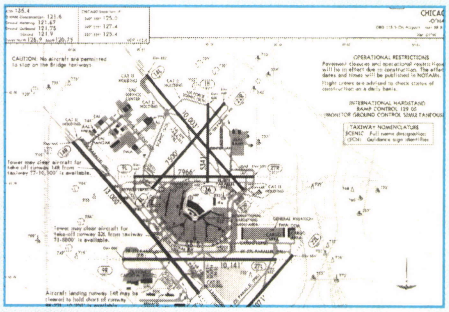
GAME SPECS:

Requirements:	640K
Sound Support:	Ad Lib, Sound Blaster
Controller:	Keyboard, Mouse, joystick
Available for:	PC and compatibles
Designed by:	subLOGIC
Distributed by:	subLOGIC
Retail Price:	$59.95
Hard Drive Space:	2 Meg
No. of Players:	1 player

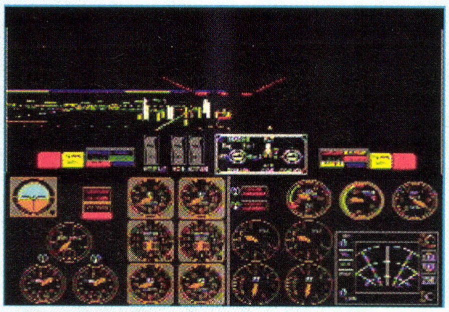
Welcome to the world of real aviation with Flight Assignment: A.T.P. (Airline Transport Pilot) from subLOGIC. This new version of Airline Transport Pilot includes many improvements. Some of these are new engine, flap and landing gear sounds. Enhanced scenery includes the 40 tallest buildings and 20 tallest transmitter towers in 26 major cities. Also included are over 330 other airports with correct approach lights, VASIs, auxiliary lighting and runway markers to FAA specifications. Choose to fly a Boeing 737, 767, 747, Airbus A320, and the Shorts 360 turboprop. Also featured is digitized voice when played with a Sound Blaster. Hear as well as see all of your radio communications. You will receive 4 color maps with different routes to follow. Fly one route or start a career. You can fly 96 different flights as a subLOGIC pilot and you will be rated on every one of them. Choose your own destinations and stops. Watch out for heavy turbulence and cross winds. The sky's the limit!



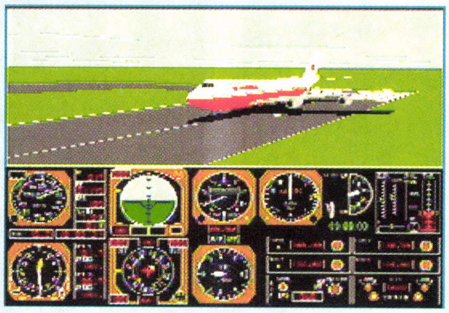
When you think you are good enough, try landing through the eyes of the co-pilot



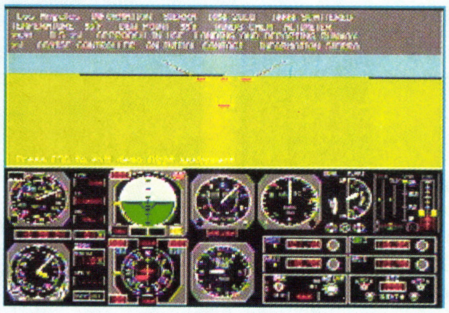
Here is an actual map out of the 278-page manual. Use it to set your radios.



This is a typical night approach to Chicago's O'Hare airport.



You can choose to fly many aircraft in A.T.P., including this 747.



Radio messages will be displayed and will come over the speaker as digitized sound.

68

Don't get me wrong; this is a well-programed game, but its also very dull. There are few games I would rather play less than this one. I am not fond of flight sims to start with, and A.T.P. does not even have anyone to shoot at. Although the control panel is very complete and detailed, the rest of the graphics are rather bland; basically, the entire game is boring. I frankly just cannot really understand the appeal of just flying from one airport to another. The game does appear to be accurate, (as far as sims go), which may generate some interest. However, my main use for this program would be a cure for insomnia. ***-Alex***

98

There are two reasons why this game did not get a 100: graphics and sound. I think in this day and age, it is possible to have detailed sound and graphics with very good game play. This is, without a doubt, my favorite game. You make the flight plans, set your NAV and COM radios (including your transponder) and more! It took me about 3 weeks before I could line up and land *correctly* on a runway in all weather conditions. This simulation is in-depth to the point where you control everything from the wind direction and turbulence levels to the time and date your flight will take place. Great job! I love this game! ***-Rick***

68

YAWN! Oh, I'm sorry. I'm supposed to talk about the new version of A.T.P. As you can tell, I didn't find it all that thrilling. While the game is highly accurate, perfectly detailed and plays well, there are a few things lacking. First, it needs better graphics from the cockpit. Second, it needs to have something to do! Flying from O'Hare to Dulles is fine, but it's really boring! It doesn't help when you consider that the game is in real time and the flight takes a few hours. There isn't even an in-flight movie. Pilot wannabees will think it's perfect. The rest of the planet, including me, will be rendered instantly comatose. ***-Steve***

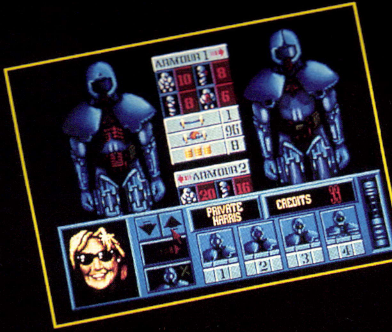
The fate of the free planets hangs in the balance...

LASER SQUAD

LASER SQUAD is a futuristic, tactical wargame that captures life-like characters of a commando unit. Every move must be carefully calculated to account for the morale, energy, and strengths of each soldier.

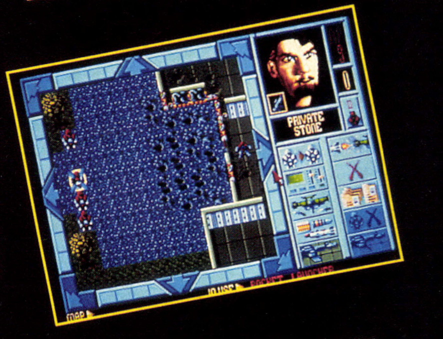
In each scenario you are allocated a number of "credits" to spend on armor, weapons, and ammunition. The best choice of equipment depends very much on the nature of the mission you are undertaking.

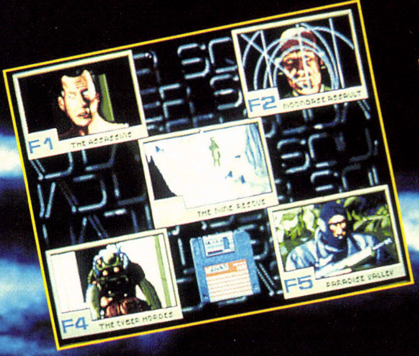
- Dozens of weapons and ammo including assault rifles, rocket launchers, grenades, and laser weapons
- Select from four armor types, each with weight and protection qualities
- Strategic map, showing position of your own units and any enemy units that are spotted
- Five missions each with different objectives and strategies
- Morale, stamina, strength, and agility ratings for all commandos
- For one or two players

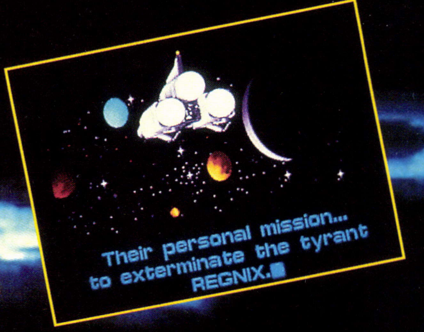

ARMOUR 1
ARMOUR 2
PRIVATE HARRIS
CREDITS

Rebel ship 1 to CONTROL

Squad-1 to all squads
All clear for take off.


PRIVATE STONE
MAP


F1 THE ASSASSINS
F2 MOONBASE ASSAULT
F4 THE CYBER HORDES
F5 PARADISE VALLEY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to exterminate the tyrant
REGNIX.

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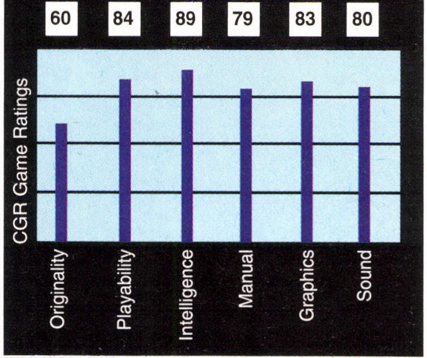
MicroLeague Football 2

by MicroLeague

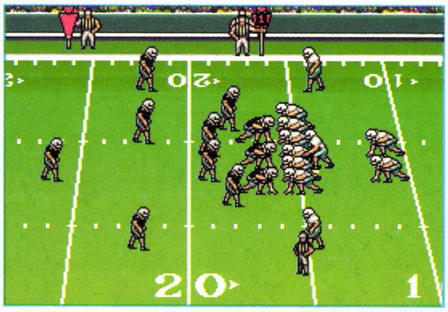
Overall Rating: 82%



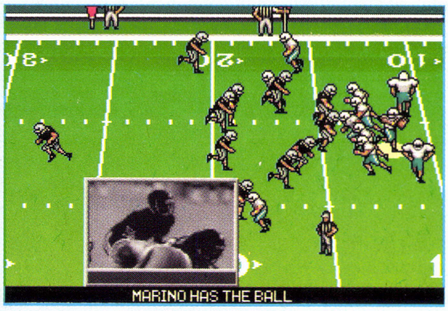
GAME SPECS:

Requirements:	640k, VGA
Sound Support:	Ad Lib
Controller:	Keyboard, Mouse
Available for:	PC and compatibles
Designed by:	MicroLeague
Distributed by:	MicroLeague
Retail Price:	$54.95
Hard Drive Space:	2.75 Meg
No. of Players:	1-2 players

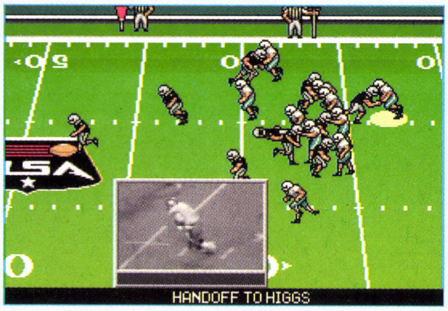
"Blue, Thirty-Two! Hut, Hut, HIKE!" Feel the excitement of NFL football with the all-new MicroLeague Football 2! This game features VGA graphics, multimedia live action shots, and digitized sound to bring the gridiron to life on your PC. How many times have you sat down to a game on Sunday afternoon, only to find your favorite team make a really boneheaded play and loose the game in the final minutes? With MicroLeague Football 2, you take total control of any team in the NFL, and try to defeat a friend or the computer in an all-out football war! The player calls the offensive and defensive plays, makes substitutions, sets up the player rosters, trades worn-out athletes for bright young stars, and even takes over the General Manger and Owner decisions! In this new version, you'll find larger statistical categories (with actual stats from your favorite players), automatic scheduling, control over weather conditions and much more. There's also an add-on disk that includes popular college teams!



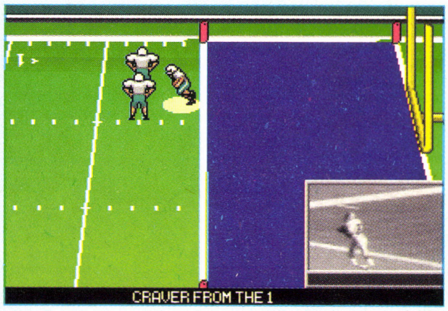
The Miami Dolphins and L.A. Raiders face off in a fierce rivalry. Coach to win!



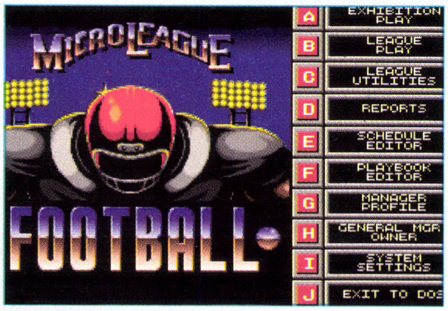
After you call the offensive play, the drama unfolds with the help of live action video.



A good defense is the best offense, so plan your strategy carefully. Nail 'em down!



A good kickoff return can be the key to sparking a strong scoring drive.



The main menu is expanded to allow you to choose a variety of gaming options.

71

There is one feature in this game that kept me from removing it immediately from the hard drive. That feature was the live action video. In most games, I do not really care for this new fad of recording live video and including it in the game, but in a sports game it seems to fit right in. The rest of the game was not really too bad, but I do not have any desire to play strategic football. I can occasionally (though not often) get into a head-to-head contest in one of the games where you control the action. I am not enough into the sport itself to enjoy just playing coach, though. I just do not understand the appeal of that. ***-Alex***

90

I disagree with Alex on this game. From the moment I turned it on, I was hooked. MicroLeague Football 2 is a great improvement on its predecessor! The graphics have improved a great deal, and the live motion video just adds to the realism! As always with Micro-League, the statistics are great and in abundance. They have made it very simple to call plays on both sides of the ball. The sound is very good, complete with all of the grunts and groans. The one thing I disliked about the game was that when I played as the '85 Bears, pass No. 41 NEVER was complete. Out of the 25 times I tried it, I never gained any yards! ***-Rick***

85

Microleague Football 2 is kind of a mixed blessing. I really like the improvements on the graphics and I love the digitized footage during the game play. I also really like the inclusion of all the great teams of the past couple of decades. My problem with it is that not enough plays come with the game. For example, there are no standard defenses with a four-man line. I thought lots of teams used that sort of defense! At least a few could be standard. My other gripe is that when playing against the 85 Bears, McMahon got sacked about a dozen times behind one of the best offensive lines ever seen in the game. Still, it's fun. ***-Steve***

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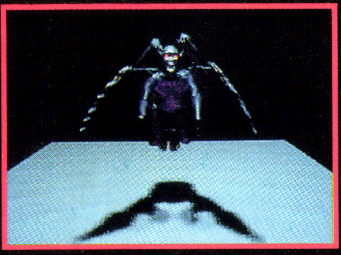
CAN YOU TAKE THE TENSION? WILL YOUR MAGIC COMBAT SKILLS WORK AGAINST LOATHSOME GARGOYLES OR DEATH LEECHES?



Actual Screen Shots May Vary

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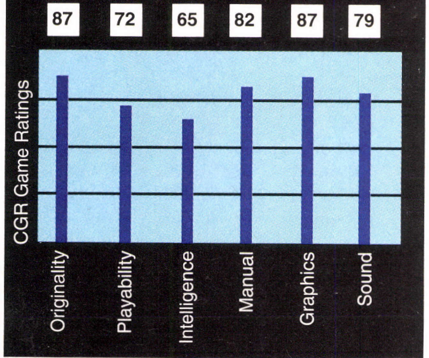
CIRCLE #150 ON READER SERVICE CARD.

Action Sports Soccer

by MicroLeague

Overall Rating: 75%



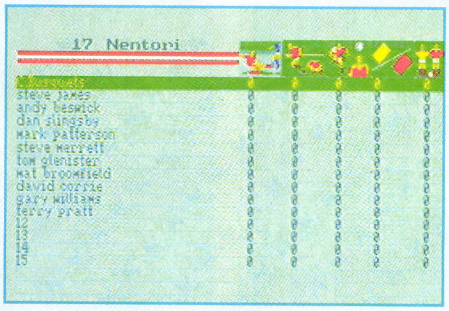
GAME SPECS:

Requirements:	640k
Sound Support:	Ad Lib
Controller:	Keyboard, Joystick
Available for:	PC and compatibles
Designed by:	MicroLeague
Distributed by:	MicroLeague
Retail Price:	$54.95
Hard Drive Space:	.7 Meg
No. of Players:	1-2 players

It might be surprising to learn that football is the most popular sport across the world. This football, however, is black, white and round all over! Welcome to the European Championships and your new team, the Manchester United Football Club. Action Sports Soccer puts you into the heart of the race for the European cup, and you must learn all the moves of the game to guide your club to the championships. You will face off against more than 170 actual European clubs in your quest to be the best. If you succeed, you will move on to the UEFA Cup and the European Super Cup. If you're still able to stand, you'll enter the World Club Championships against South America's greatest teams. Everything a soccer fan could want is included in this game: corner kicks, free kicks, throw-ins, penalties, substitutions and slide tackles all play a vital role in the outcome of the game. In addition, there are many statistical menus that allow superior control over teams and show important statistics.

MicroLeague
Action
Sports
SOCCER

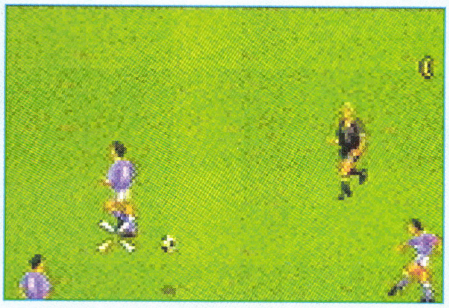
Can you guide your crew of strikers, half-backs and fullbacks to the European Cup?



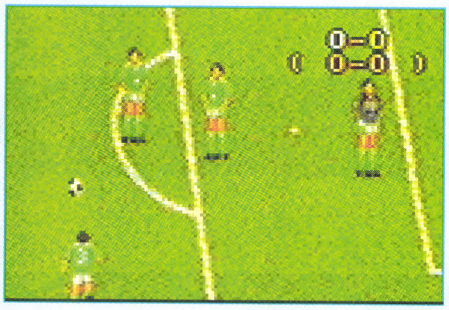
17 Nentori

c busquets	0	0	0	0	0
steve james	0	0	0	0	0
andy beswick	0	0	0	0	0
dan slingsby	0	0	0	0	0
mark patterson	0	0	0	0	0
steve merrett	0	0	0	0	0
tom glenister	0	0	0	0	0
mat broomfield	0	0	0	0	0
david corrie	0	0	0	0	0
gary williams	0	0	0	0	0
terry pratt	0	0	0	0	0
12	0	0	0	0	0
13	0	0	0	0	0
14	0	0	0	0	0
15	0	0	0	0	0

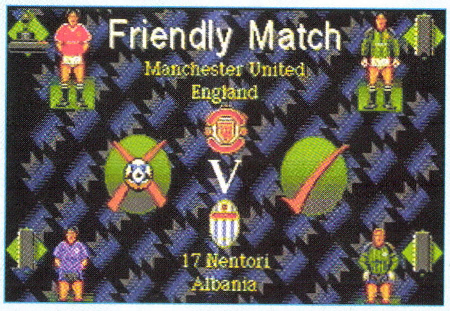
Various statistical menus allow you to view and make changes to your team.



A quick pass to your forward will create a scoring opportunity. Shoot for the goal!



In the heat of battle, you must keep an eye open for a teammate as you advance.



Choose from a variety of opponents as you play Exhibition or League games.

74

The majority of sports games just do not do anything for me. The exception is generally when I find a game that is fun to play with two players. While I have not played a lot of computer soccer games, most of the ones I have played had somewhat better control than Microleague Soccer. So, as a strict action sports game this one falls a bit short. However, one thing that saves it from being a complete flop is the additional features that it has. In my experience, no other soccer game has the variety of teams and special options that are available in this one. For this reason, this game is worth a look before being discarded. ***-Alex***

77

I don't feel that I am a good judge of this game because I do not like soccer at all, but I tried to be optimistic about it anyway. First off, the scrolling is very good, and the graphics are also very well done. But for me, the game's speed was way too fast to be enjoyed. I know soccer is supposed to be that way, but it was still distracting for me. Another complaint is with the sound capabilities. The game says it supports the Ad Lib, and it does for the music, but all of the game sounds come out the PC speaker. This is not impressive. I did like the look of the field (complete with the police on the sidelines). Too bad there was no riot! ***-Rick***

73

I used to play soccer when I was younger, but these days I get my sports excitment from basketball. Still, I was interested in this title. The league structure is pretty decent and the graphics are alright as well. On the down side, the game just doesn't control that well. To shoot the ball with any power, you have to hold down the button, which gives computer players ample opportunity to steal it from you, which they do almost unfailingly. It's also quite hard to take the ball away from them. The player you control switches from guy to guy so fast it's hard to keep track of exactly what's going on. Not terrible, but not fun, either. ***-Steve***

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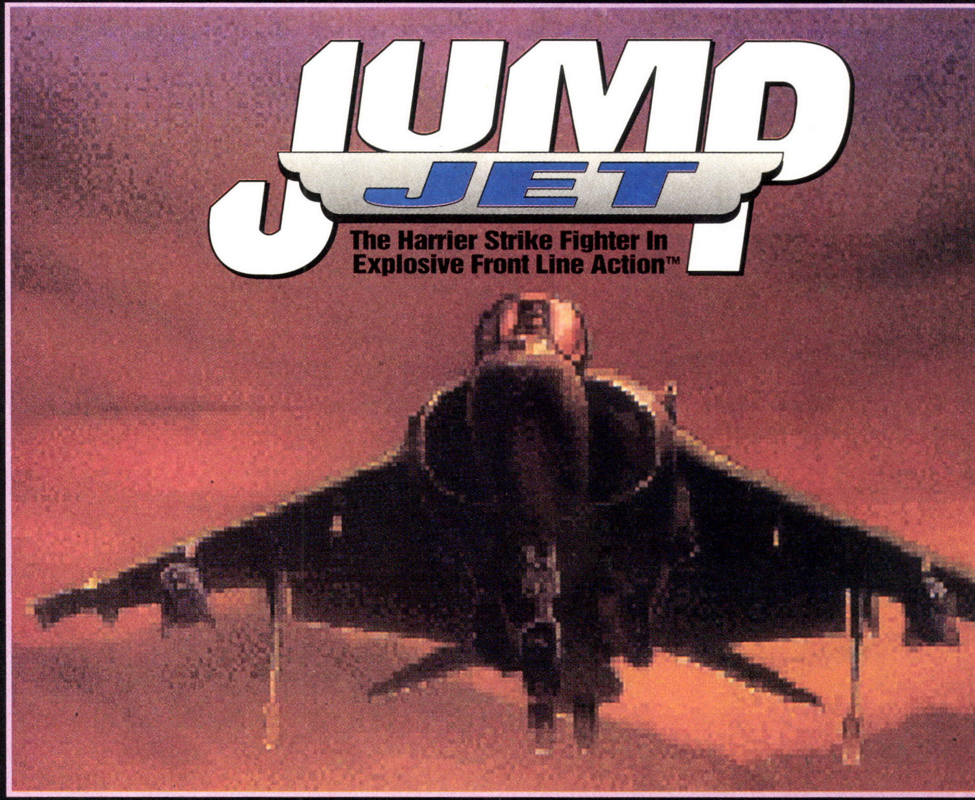
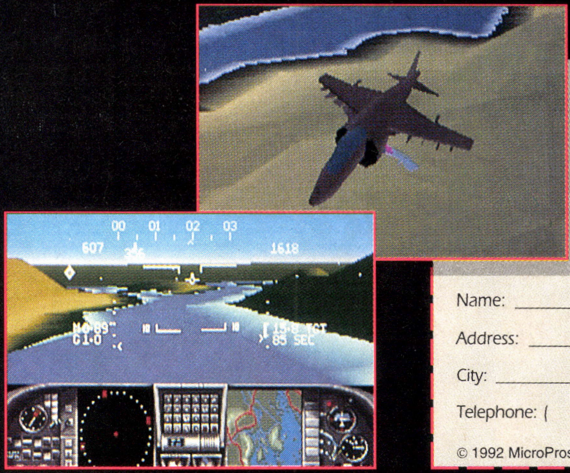


Actual screen shown.



Actual screens may vary.

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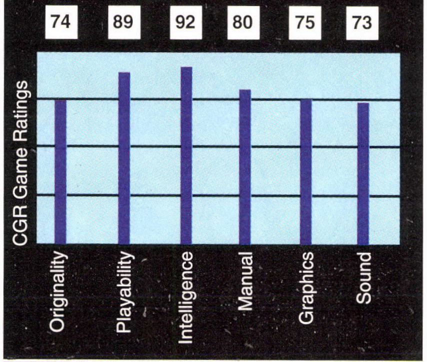
CIRCLE #150 ON READER SERVICE CARD.

Battles of Destiny

by QQP

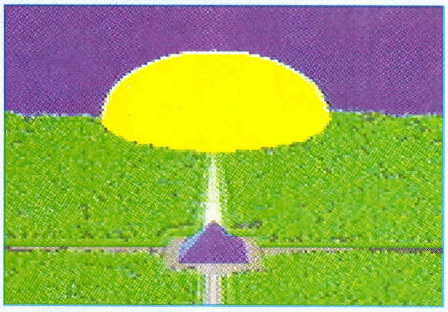
Overall Rating: 81%



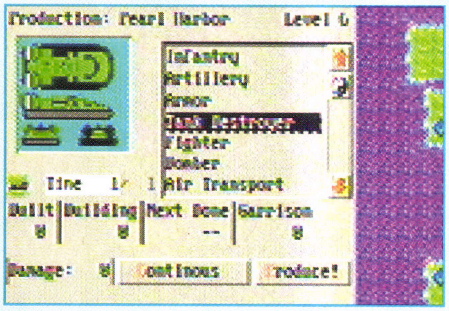
GAME SPECS:

Requirements:	640k, Dos 3.3 or greater
Sound Support:	Ad Lib, Sound Blaster
Controller:	Keyboard, Mouse
Available for:	PC and compatibles
Designed by:	Ken Lightner
Distributed by:	Quantum Quality Productions
Retail Price:	$59.95
Hard Drive Space:	3.2 Meg
No. of Players:	1 to 4 players

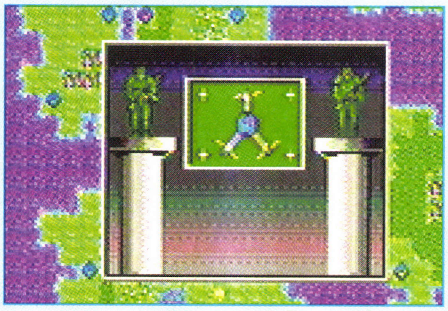
A millennium of peace has been shattered in an instant of massive destruction. The Hegemony has fallen and the Time of Trouble has descended on the land. Now, Zone Commanders strive to defeat each other to re-establish the Empire and hopefully regain peace. In Battles of Destiny, you become one of the Zone Commanders. You must strive against the other commanders to capture the cities of each zone until they are all under your command. With the taking of each new town, you will have that town's production center at your disposal to build additional units to swell the ranks of your armies, navies and air force. Then, you can entrench your infantry and artillery, set up patrol routes for your fighter planes and destroyers and wait for the enemy to strike. The pregame set up allows you to choose the level, number and skill of your opponents so that you can determine the difficulty level of each game or campaign. You can also choose from many different battlegrounds or a full campaign.



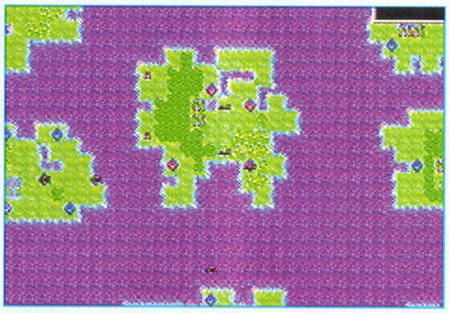
An age of peace and prosperity is ended in a single blast of searing heat.



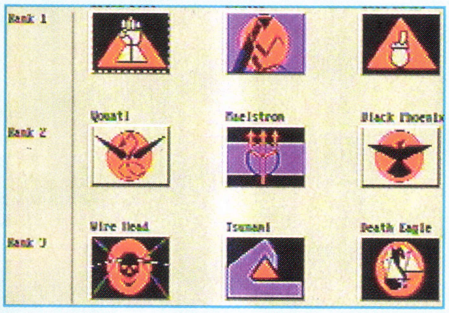
You can instruct your cities to build a number of different land, air and sea crafts.



Conquer enemy cities and win the privilege of flying your banner for all to see.



Battles may be fought on a selection of different maps.



You can pick three of nine opponents with varying skill levels.

86

I like this type of game, but for some reason Battles of Destiny did not thrill me as much as most games of this genre. The automatic "go to" feature was a nice addition, but it was a bit confusing at first. The fact that it is very straight forward and simplistic may have something to do with my aversion to the game. (Although I usually have a tendency to prefer games that are less complex.) I like the fact that you can set up patrol routes, and I thought the short animated sequences were a nice touch. Another problem is that the map wrap-around could be really confusing. Still, I have to say this is a pretty good game. ***-Alex***

74

I won't pretend, and it shouldn't be any secret by now. I normally do not like this type of game. More often than not, I find them boring, so a game like this must give me something more than just tactics. The graphics could have been better. The cut scenes are very nice, and the sound is alright, but again this does little for me. I will give credit where credit is due: the intelligence of this game seems to be very good from what I saw, and frankly, I learned more when I watched Alex play than playing by myself. I found the control confusing at first, but in time I got the hang of it. To me, this is a typical military simulation. ***-Rick***

84

Battles of Destiny is a pretty cool game, but it doesn't have the excitement or fire that Conquered Kingdoms does. Why? Well, part of it seems to be that you don't get the little window showing the battle in progress, so losses and victories don't seem as personal. The games are really very similar in many respects, but the advanced units in Battles just aren't as entertaining as the medieval ones in CK. Battles has a great AI, though, and the opponents are enough to pull you into the game. I like the option of choosing my banner. This is a good conquest game, and QQP has maintained its string of living up to its name. ***-Steve***

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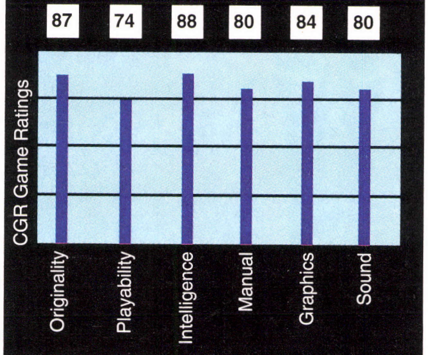
CIRCLE #150 ON READER SERVICE CARD.

NFL Video Pro

by Konami

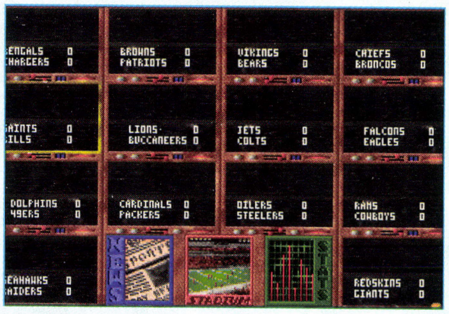
Overall Rating: 76%



GAME SPECS:

Requirements:	286 or better, Hard drive, 640K
Sound Support:	Sound Blaster, Ad Lib
Controller:	Mouse (required)
Available for:	PC and compatibles
Designed by:	Spirit of Discovery
Distributed by:	Konami
Retail Price:	$79.95
Hard Drive Space:	18.2 Meg
No. of Players:	1-2 players

For any true football fan, the ultimate fantasy would be to have complete control over the league, watching it from above like the god of pigskin. Konami's NFL Video Pro Football gives you that chance! Watch fourteen games playing at the same time and get regular updates on scores and statistics for each team. If you see a result you don't like, jump into that game and take over one of the teams and lead them to victory. Once you've established a team in one game, back out, check the stats and pick up the coaching tasks of a different team in a different game! You can control the fate of one team through its entire 60 minutes or switch around, injecting your own brand of play calling into several different games. For review purposes, you get a statistical summary of every game, player and season. All action is shown in live, full-motion video taken from actual NFL games with digitized sound effects. Take your favorite team to the Super Bowl, or just beat up a few teams with NFL Video Pro!


BROWNS 0
PATRIOTS 0
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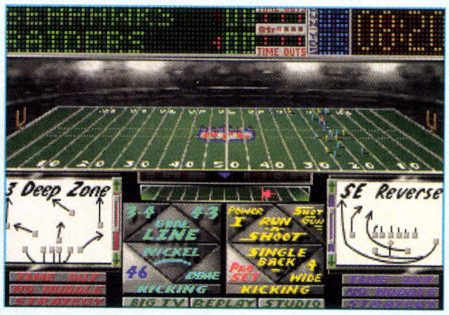
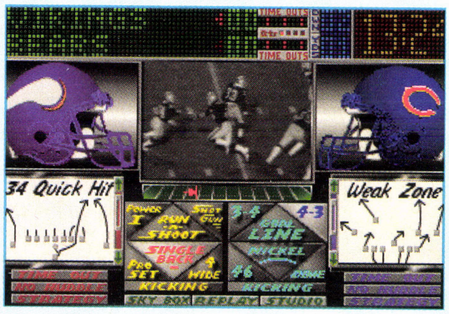
BEARS 0
CHIEFS 0
BRONCOS 0
LIONS 0
BUCCANEERS 0
JETS 0
COLTS 0
FALCONS 0
EAGLES 0
DOLPHINS 0
49ERS 0
CARDINALS 0
PACKERS 0
OILERS 0
STEELERS 0
RAMS 0
COWBOYS 0
REDSKINS 0
GIANTS 0
NEWS
SPORT
STADIUM
STATS

All fourteen games play simultaneously. You choose which team to take over.


TIME OUTS
3 Deep Zone
SE Reverse
GOAL LINE
NICKEL
DIME
KICKING
POWER I RUN
SHOOT
SINGLE BACK
PRO SET
WIDE
BIG TV
REPLAY
STUDIO

Use the skybox view for a look at the entire field at a glance.


TIME OUTS
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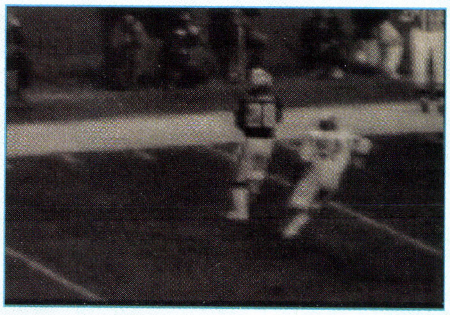
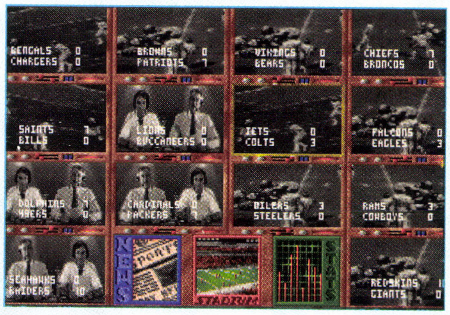
Weak Zone
GOAL LINE
NICKEL
DIME
KICKING
POWER I RUN
SHOOT
SINGLE BACK
PRO SET
WIDE
SKY BOX
REPLAY
STUDIO

After selecting your play, watch the action on the center screen.



You'll see the results of your calls in live-action video on the big screen!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RAMS
COWBOYS
SEAHAWKS
RAIDERS
REDSKINS
GIANTS
NEWS
SPORT
STADIUM
STATS

As the games progress, you will get regular updates and new scores.

73

As a football game, Video Pro falls a bit short. You are delegated to strictly coaching, and you have a very limited playbook. However, it does have features which no other game boasts. You can enter and coach in any of the games which are occurring simultaneously. You can also check any of the stats for the games at any time. There is video footage of each play, but there is not nearly as much variety as I think there should have been. Overall, the game comes across as something I would rather just sit back and watch instead of play. That just does not interest me. However, they did finally put in the cheerleaders. ***-Alex***

78

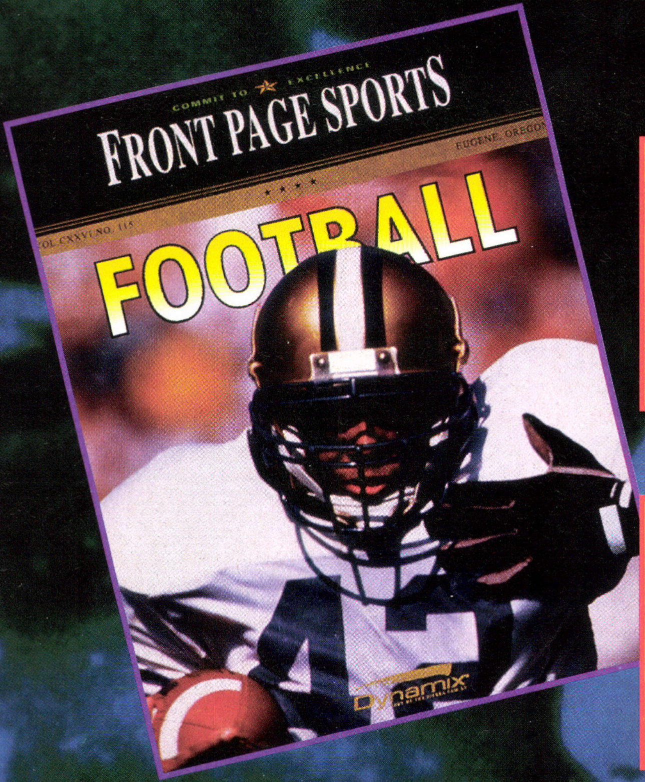
Video Pro Football caught my eye when we first got it in. However, that is all it did for me. I thought this would be a very cool game thanks to the live motion video. Well, it does have live video, but when you go to your favorite team, you rarely get footage of them. After a while, all of the plays begin to look the same. Statistically, the game is good, and I do like the different camera angles, but this was not enough for me. I also like how you can jump right into any game that is playing. I found myself more apt to watch than actually play the game, and when I finally saw all of the live footage, it got boring rather fast. ***-Rick***

78

Video Pro has two main features, one of which I like. I enjoy that fact that I can enter any of the games and take over a team. And, while I like the idea of the video, I don't think it was done as well as it should have been. I can understand that only a limited number of films could be included, but when I ran a screen pass, the film that was shown was a downfield play, and when I ran a sweep, it showed a run up the middle. There aren't enough plays to show all of the offensive possibilities, which is kind of a downer. Since this is one of the main selling points of the title, it comes up a few yards short of a first down. ***-Steve***

This season, the most detailed football simulation ever hits the field…

…and sidelines the competition.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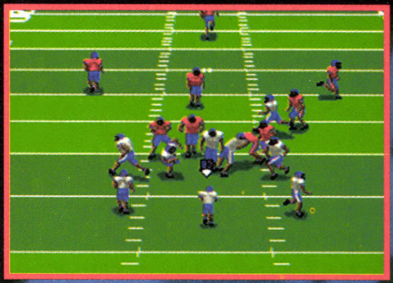
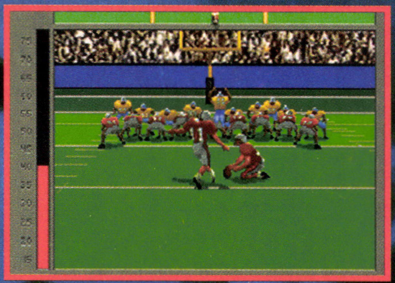
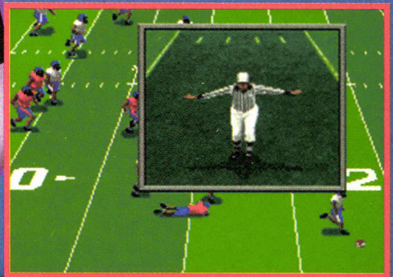
Dynamix



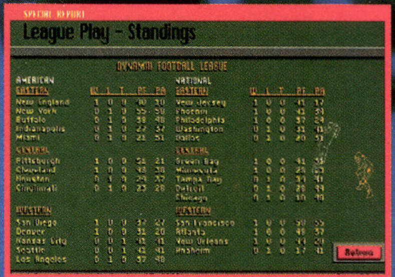
Play as a coach, quarterback, or general manager.



Imagine playing football and watching the action from all points of view.



Design your own plays or customize over 200 stock plays.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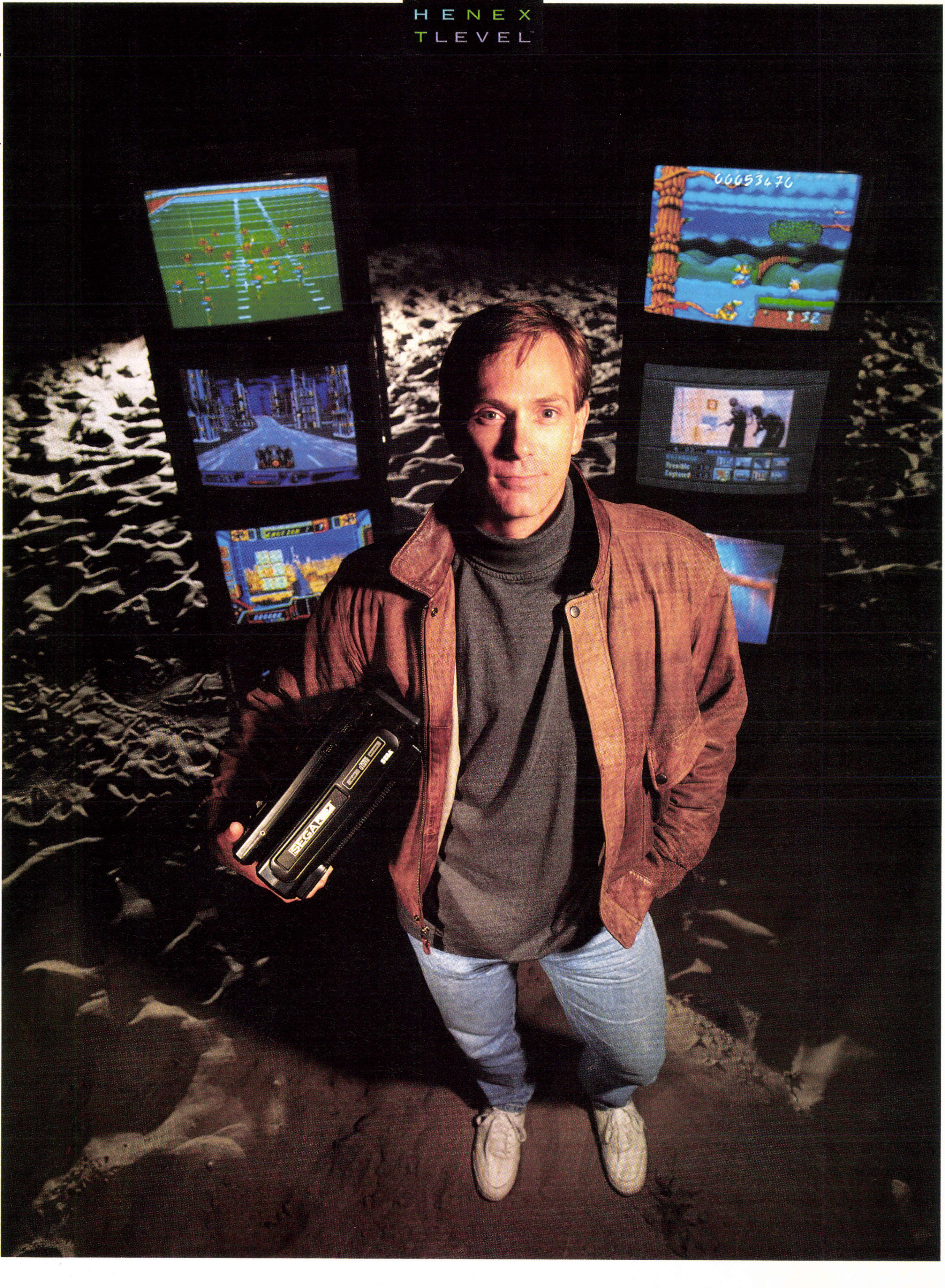

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Believe it or not,

An interview with
Scott Bayless, CD developer at Sega.

the brains behind Sega CD™

What are the technical advantages of Sega CD?

Basically, it offers massive storage, which means we can now use real video action. A 16-bit cartridge could only hold a few seconds of motion video. But the CD holds over 500 megabytes, so you can now play for hours, interacting with real video.

don't wear pocket-

So the games will be more realistic?

Yeah, way more realistic. We have a second processor and a special graphics chip, so our zooming, scaling, and rotation is incredible. And we use a lot of real-life video you can actually interact with. Characters will speak to you and harass you.

protectors or glasses

What do you mean "interact"?

For example, there's a game called "Night Trap,"™ that uses all real-life footage with real actors, and you control the action. You have to rescue girls from a house full of ghouls by operating a surveillance system, and trapping them in different rooms. It's like controlling the plot and the action of a real movie, from start to finish. It's pretty wild.

held together with tape.

Do you have a personal favorite CD game?

Yeah. I like the INXS music video game, where you can re-edit their videos with different special effects and graphics. The sound on all the CD's is pretty amazing; it's just as good as an audio component. Plus we're using a lot of original music. When you hook it up to your sound system, it's like playing in a whole new realm. It's really amazing. You forget where you are.

(Those guys work for our competitors.)

SEGA™
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Waldensoftware

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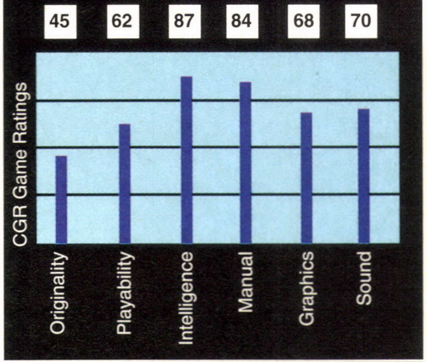
CIRCLE #129 ON READER SERVICE CARD.

Tom Landry Strategy Football

by Merit Software

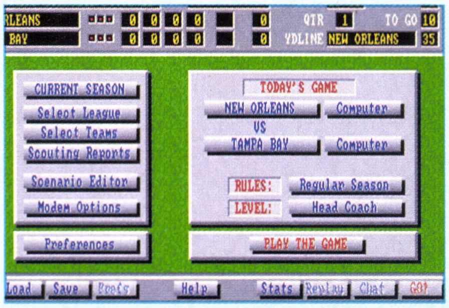
Overall Rating: 68%



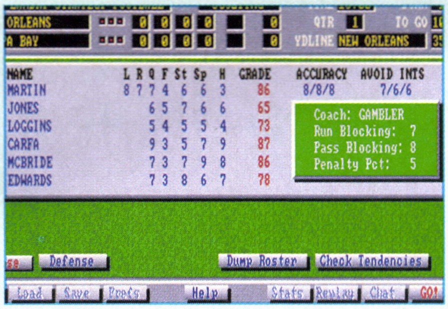
GAME SPECS:

Requirements:	640K, Hard Drive, VGA Graphics
Sound Support:	Ad Lib, Sound Blaster
Controller:	Mouse (Required)
Available for:	PC, Amiga
Designed by:	Kerry Batts
Distributed by:	Merit Software
Retail Price:	$39.95
Hard Drive Space:	4 Meg
No. of Players:	1-2 players

Are your friends always outmaneuvering you whenever you play computer football games? Or are you just trying to develop a new unbeatable strategy to blow your opponent away? Either way, you could probably benefit from the expertise of a world-renowned Hall of Fame coach. With Tom Landry Strategy Football, you can have all of his knowledge and experience at your disposal. This game will allow you to match any teams against one another. The "What if?" scenario editor lets you set up a game with pre-existing factors and witness the outcome. There are thousands of defensive and offensive play options that you can choose from. You can even customize them to your own specifics. If you do not know what to do, you can ask Landry's advice and even have him pick your next play for you. Scout the opposing team before you play them and you can find out their strengths and weaknesses. When you are ready, hit the field and watch the game, complete with commentary and realistic sound effects.


LEANS
BAY
QTR 1
TO GO 10
YDLINE NEW ORLEANS 35
CURRENT SEASON
Select League
Select Teams
Scouting Reports
Scenario Editor
Modem Options
Preferences
TODAY'S GAME
NEW ORLEANS
Computer
VS
TAMPA BAY
Computer
RULES:
Regular Season
LEVEL:
Head Coach
PLAY THE GAME
Load
Save
Prefs
Help
Stats
Replay
Chat
GO!

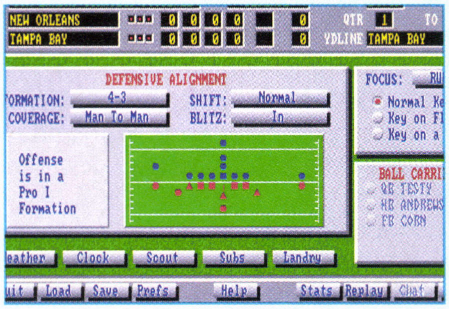
You can design any game situation you want and see what the outcome will be.


ORLEANS
A BAY
QTR 1
TO GO 1
YDLINE NEW ORLEANS 3
se
Defense
Dump Roster
Check Tendencies
Load
Save
Prefs
Help
Stats
Replay
Chat
GO!

NAME	L	R	Q	F	St	Sp	H	GRADE	ACCURACY	AVOID INTS
MARTIN	8	7	7	4	6	6	3	86	8/8/8	7/6/6
JONES			6	5	7	6	6	65		
LOGGINS			5	4	5	5	4	73		
CARFA			9	3	5	7	9	87		
MCBRIDE			7	3	7	9	8	86		
EDWARDS			7	3	8	6	7	78		

Coach: GAMBLER
Run Blocking: 7
Pass Blocking: 8
Penalty Pct: 5

You can view a team's stats and coaching style when you are not playing a game.

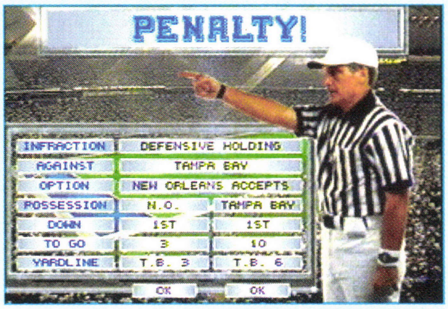

NEW ORLEANS
TAMPA BAY
QTR 1
TO
YDLINE TAMPA BAY
FOCUS:
Normal Ke
Key on Fl
Key on a
BALL CARRI
QB TESTY
HB ANDREWS
FB CORN
eather
Clock
Scout
Subs
Landry
uit
Load
Save
Prefs
Help
Stats
Replay
Chat

DEFENSIVE ALIGNMENT

ORMATION: 4-3
COVERAGE: Man To Man
SHIFT: Normal
BLITZ: In

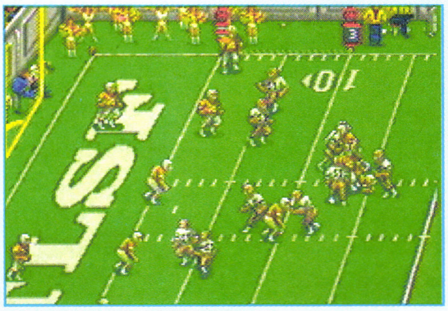
Offense is in a Pro I Formation

Pick a running or passing play from a variety of different style and strategy types.


PENALTY!
OK
OK

INFRACTION	DEFENSIVE HOLDING	
AGAINST	TAMPA BAY	
OPTION	NEW ORLEANS ACCEPTS	
POSSESSION	N.O.	TAMPA BAY
DOWN	1ST	1ST
TO GO	3	10
YARDLINE	T.B. 3	T.B. 6

Watch out, the referees do not miss much. Expect penalties to come up regularly.



Watch the action and see if the plays that you call will lead your team to victory.

73

One thing I definitely liked about this game is the advice feature. I do not know what I am doing half the time when it comes to football, and it helped me. What I did not like was the way in which the play choice was set up, it made it more difficult to find the play that you wanted than it should have been. The scenario editor was also a very nice touch, as it let you start up a game from any period with any score you wanted, just to see what would happen. Watching the game play, you will be grateful that you can only coach. After the snap, it quickly degenerates into a jumbled mass, and I could not tell what was going on. ***-Alex***

70

I like a good football game where stats are figured in when I am playing. The statistics are in this one, but the game play is rather boring. The graphics are from the Commodore 64 days, so they lacked any enhancement. Then, the voice came in. I would have liked to have heard someone who seems at least somewhat interested in the game. Another bad point is the amount of fumbles in one quarter, not to mention an entire game. It was a sunny day, and my team had six fumbles in the first quarter. I know that the Bears are not that great this year, but they aren't in a wheelchair either. Flag on the play! ***-Rick***

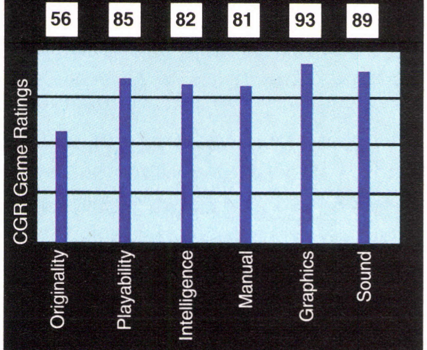
62

With all the football games I've been playing recently, I had some hopes for TLSF, but they were dashed as soon as I started playing. There are lots of problems here. The music is much louder than the sound effects and is very annoying. Secondly, every time one of my guys hit the quarterback, he bounced off. There were no sacks at all. Third, every penalty (about every other play) was on me. On offense, the QB only throws to the primary receiver. He never looks for anyone else. I usually don't like to control the players, but I wanted to here because my team seemed to need a lot of help following the ball. ***-Steve***

Front Page Sports Football

by Dynamix

Overall Rating: 89%

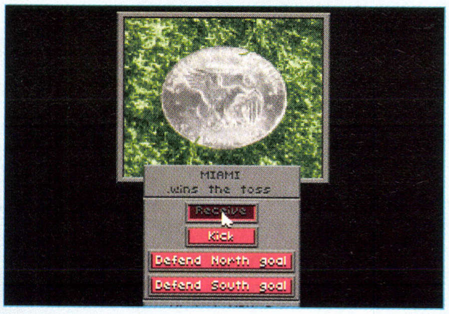


GAME SPECS:

Requirements:	640k, VGA, DOS 5.0
Sound Support:	Ad Lib, Sound Blaster, most major sound boards
Controller:	Keyboard, Mouse, Joystick
Available for:	PC and compatibles
Designed by:	Patrick Cook
Distributed by:	Dynamix
Retail Price:	$69.95
Hard Drive Space:	8 Meg
No. of Players:	1-2 players

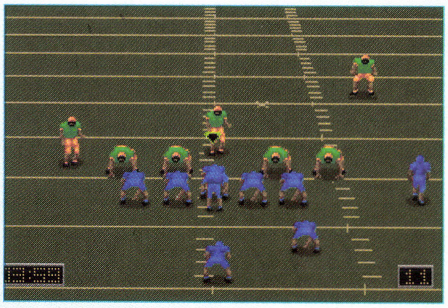
Front Page Sports Football is the latest sports release from Dynamix. It features incredible game play and enhanced graphics and sound. You can choose to play as a coach, player, or both. You call the plays and decide how much control the computer will have over each and every snap. This game allows superior control over every aspect of football!

If you want to play as soon as you boot up, choose the "Quickstart" option. Here, you will pick a team from one of your favorite football cities. You can decide which jerseys to wear (light or dark) and pick from three levels of action modes.


MIAMI
wins the toss

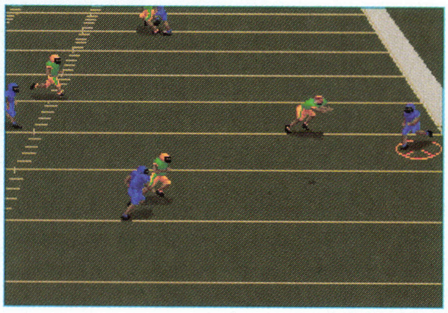
Here's the coin toss! A slick animation of this traditional event adds to the realism.

The basic mode is a coaching-only setup, where the computer controls just about every aspect of the game. You may call audibles and time-outs before the snap of the ball. On offense, you must snap the ball, but afterwards the computer assumes complete control of the play until it is over.

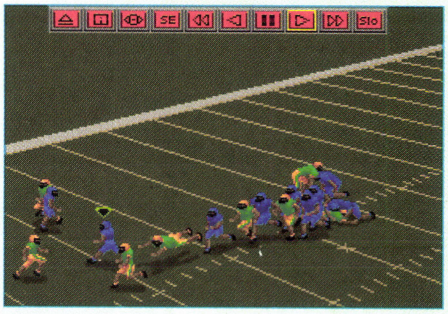


First down, 10 yards to go. There are a variety of control options to choose.

In standard mode, you must again snap the ball, and the computer will run the play until you decide to take control. Using the keyboard or the joystick, the player can wait until the quarterback has performed a pass or a handoff, and then take over and try to score a touchdown! You may control the quarterback (to call audibles and time outs) during checkoff passes and handoffs, but the mode is created for the action after the initial play mechanics. On defense, the player may control any linebacker or cornerback, call audibles and/or time-outs, and dive or jump after the ball. The graphical representations of the players throughout all offensive and defensive plays are smooth and fluid. There are actual grunts and groans as the players try to throw you for a loss!

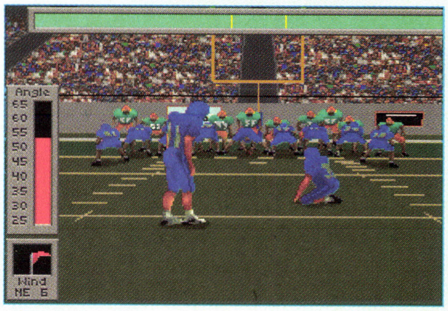


Your target receiver will be outlined with a red circle. Shake and bake!



Let's see that on instant replay. There are many replay viewing angles and options.

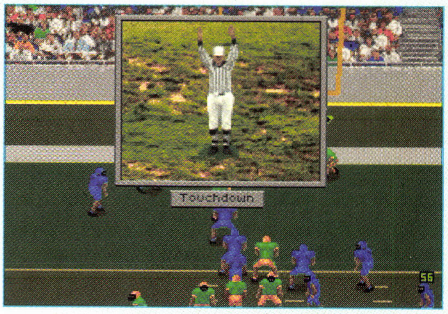
The advanced action mode requires the player to do just about everything, including snapping the ball, performing passing plays, controlling the runner, attempting punts, field goals and extra points, and all tactical maneuvers on defense.



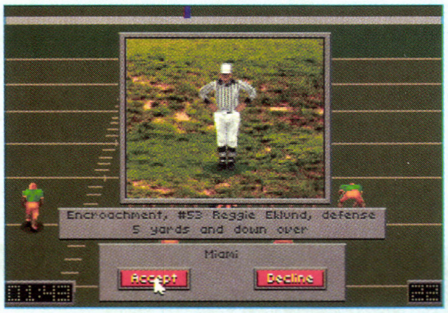
Power and aim are crucial! The field-goal perspective puts you into the action.

In addition to this complex and exciting action mode, Front Page Sports Football features enough statistical football gaming to keep any strategy/coaching fan blissfully happy. In League Play, the player has lots of choices to make and many duties to perform. You can choose career or single-season leagues. In career leagues, players will be drafted each year, accumulate career statistics, age and retire. In single-season leagues, none of these options are available, but the process of controlling them is also eliminated.

Teams can be owned by either the



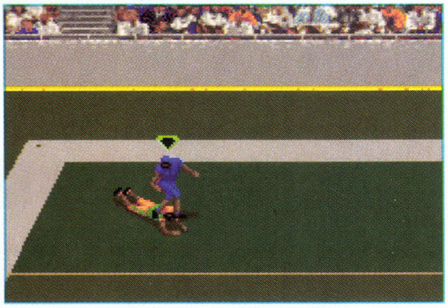
He could...go...all...the...way! An animated referee will give you the good sign!


Encroachment, #53 Reggie Eklund, defense
5 yards and down over

Miami

Penalties will kill a good third-and-short stand. Don't be too hasty on defense!

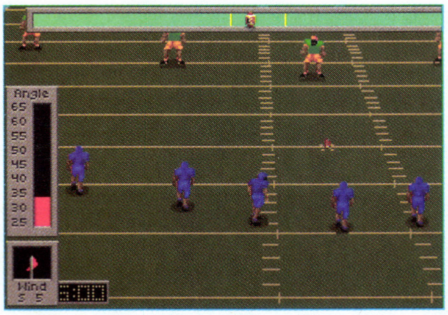
computer or a human player, and can be configured to require a password to perform many functions, such as editing team data, viewing and editing a playbook, edit a player's data, change assigned slots on the roster, initiate or accept league trades, move players to and from injured reserve, or sign new players from an agent pool.



In your face! Players perform amusing touchdown antics when they score.

One unique feature about Front Page Sports Football is the ability to edit particular plays. The play editor allows you to load a stock formation to design a new play from scratch or load a pre-existing play and alter it by substituting players, changing the play logic and altering movement paths.

Anyone who is either a football statistics freak or an arcade junkie will love the action and strategy found in Front Page Sports Football.



A great day for a game! The kickoff will start a bone-crushing afternoon.

85

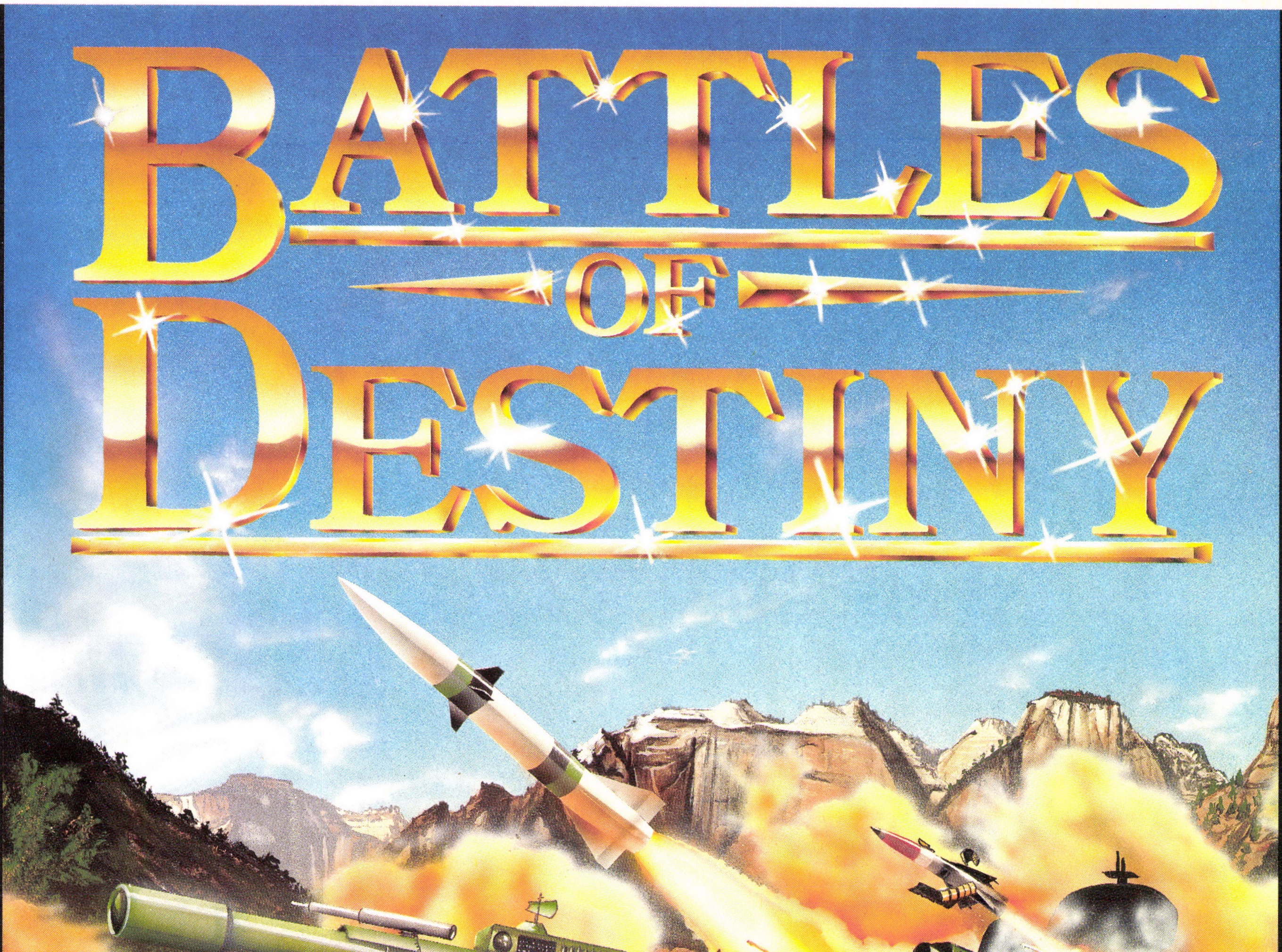
It is unfortunate but true that few computer sports games can live up to the standards set by the better game consoles. I personally attribute this fact to the lack of a sufficient control system. Whatever the reason, I had little hope that a football game would really make the grade on the computer. Front Page Sports Football has forced me to reprise that opinion. The animation of the graphics is very well done and is impressively smooth. You can pick from a large variety of plays with relative ease. When you actually play, you can choose which position you start the play as and switch to the team member closest to the action at the push of a button. Best of all, at least until you can get enough practice, you can choose just to pick the plays and let the computer actually run them. One of the features I found to be the most impressive was the instant replay function. All of the angles (including overhead) add a new element to viewing your favorite plays. It is easy to see while you are in the midst of your game that the detail Dynamix included to make this game could make it the best computer football game to hit the shelves. Anyone who likes the game of football, either playing or just coaching, will kick themselves if they miss this one. ***-Alex***

95

Finally, a football game for the computer that blows away John Madden on the Genesis! Front Page Football has everything from the coin toss to sudden death! You even have the ability to change the players' names! I also love the introduction; it is worth watching. All of the players have been individually captured playing their position, then digitized and put into the game. Every player looks different when playing. When you choose to create a team, you can set various things about each player, including his weight. Whether you make a porker or a bean pole, the player will have a different type of animation! If you choose, you can just coach, play and coach, or just play. There are approximately 200 plays that can be edited, or you may design your own. The sounds are great, and the animation is flawless! What football game would be complete without replay? None! You can move the camera to virtually any position on the field, and run it in slow and fast motion. Another nice feature is the ability to let the computer take over partial control of the play. At any time just simply move the joystick and you're in control again. There is no better football game on the market! He fades back. . .throws. . .touchdown for Dynamix! Go Bears! ***-Rick***

88

Front Page Sports Football has about the best animation I've seen in a football game on the PC. It moves almost flawlessly. I particularly like the fact that it's easy to make the player I'm controlling dive for a tackle or jump for a ball. Graphics and animation are two things FPS Football has over most other games like this. I also really like the playbook feature. While most football games have it, this one is very easy to use. It's a bit confusing at first, but I got right into the hang of it. I normally do not like football games that put me in control of one of the players on the field, but this game could have me changing my mind. The action is fluid and easy to control, and it's so easy to switch from one player to another, that I felt like I had control over all of the players on my team. Everything looks pretty realistic, from the coin toss to the kick-off to the running plays and QB sacks. I like the selection of plays, although I wish there were more standard running plays on the offense. On the small downside, when the opposing team kicks a field goal, the view shifts and I didn't feel like I had a decent chance to make a block. However, that's a problem easily overlooked. I'll play this one, even if it's because it's the only way I'll ever see the Bears win again. ***-Steve***



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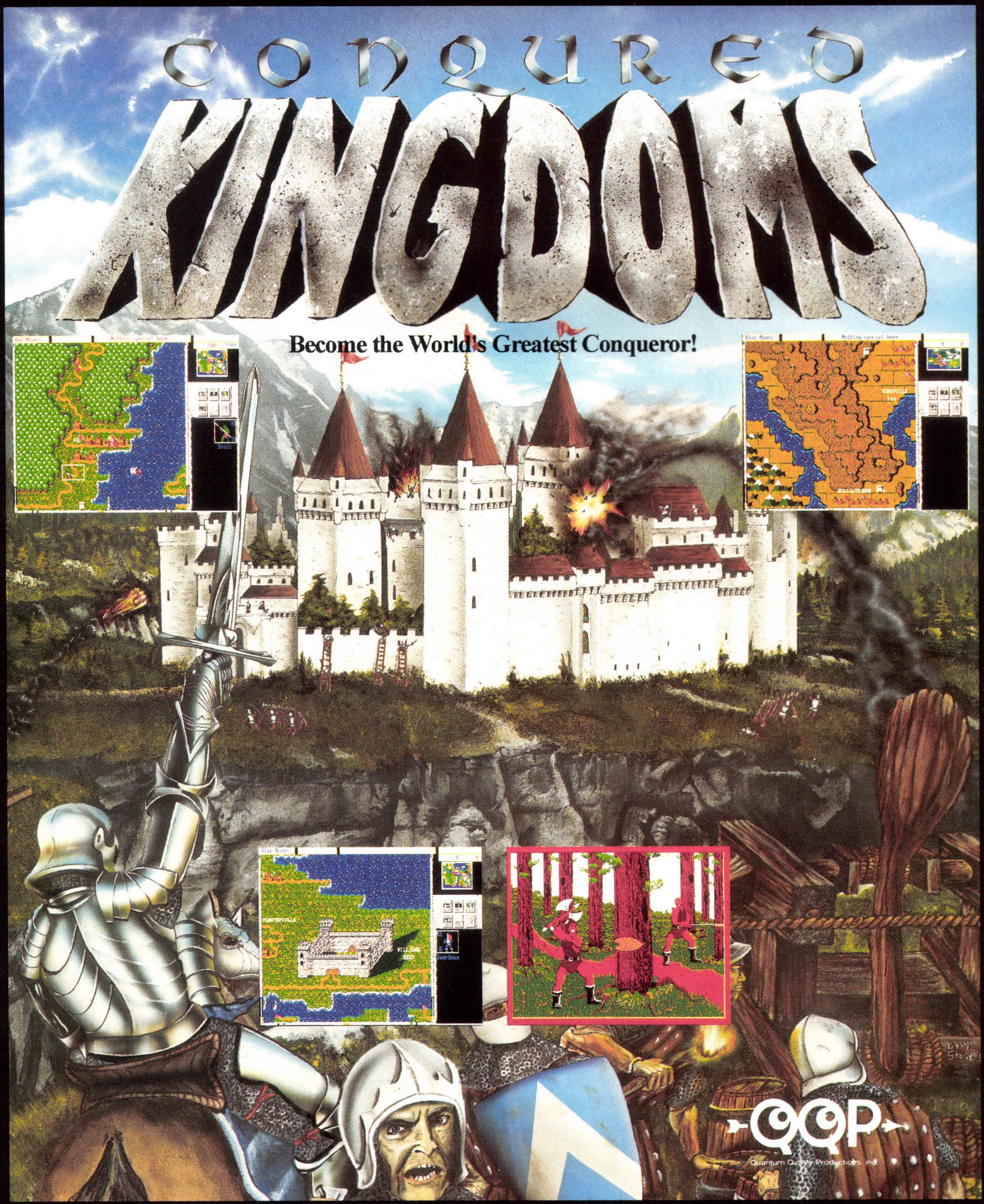
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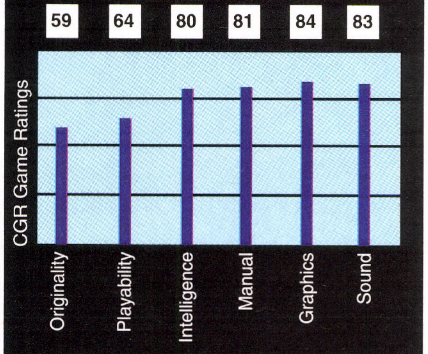
Shadowlands

by Domark

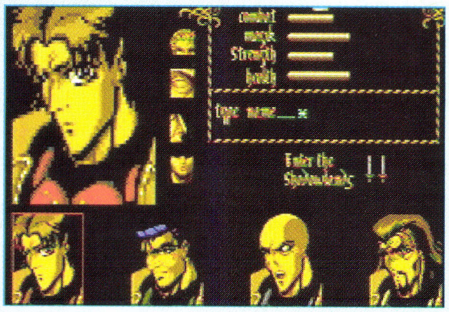
Overall Rating: 71%



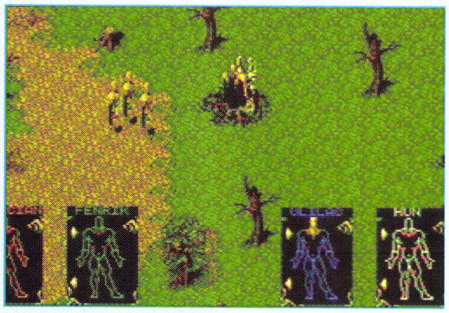
GAME SPECS:

Requirements:	640k
Sound Support:	Ad Lib, Sound Blaster
Controller:	Keyboard, Mouse
Available for:	PC and compatibles
Designed by:	Domark
Distributed by:	Accolade
Retail Price:	$49.95
Hard Drive Space:	.6 Meg
No. of Players:	One player

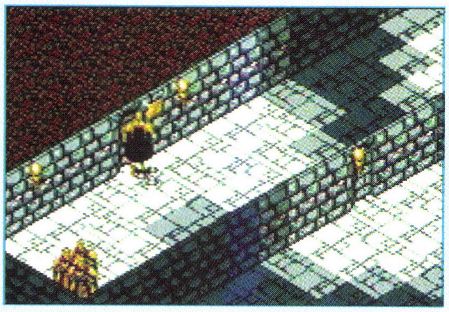
The Overlord has decided that the time has come to expand his dominion. From the heart of the Shadowlands come his vast armies of fearsome creatures. This terrible hoard of foul monsters descended upon Koranos and laid waste to the entire area. The best efforts of the brave men of Koranos were not enough to fend off this attack, and even Vashnar, the warrior-prince, was slain. Disturbing dreams have brought a large group of adventurers to the banks of the holy river, Caval. Only four will be chosen, and they shall go forth into the Shadowlands. Guide these four intrepid explorers as they attempt to avenge the destruction of Koranos and bring about the fall of the Overlord. The mouse interaction allows you to choose a variety of actions for your party as a group or as individuals. You can even break up your party and send its members off to perform tasks by themselves. You will encounter frightening monsters and challenging underground labyrinths on your quest to liberate Koranos.



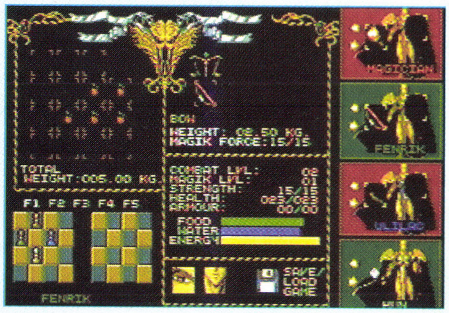
You can customize the appearance and stats of each of your four characters.



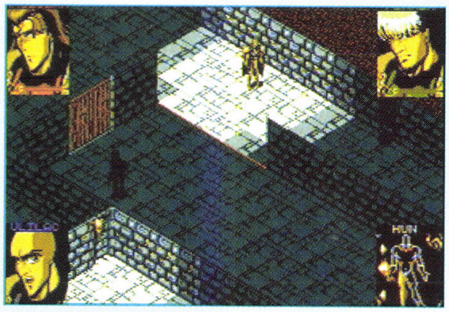
A unique system of interaction allows for a variety of commands for each character.



Explore large, dark underground areas as your seek to defeat the Overlord.



A quick and easy system allows you fast access to the items in your inventory.



You can split up your party and send the members to explore on their own.

72

As much as I enjoy role-playing games, I have to admit that I am getting a little tired of games where you have to control the characters individually. It seems like too much time is spent in moving your characters around instead of working on completing the quest. While Shadowlands is not a terrible game, it does suffer from some difficulty of control. The method of selecting an action by choosing a portion of the character's body is unusual, but I cannot help thinking that icons would have been simpler. You are also not given a very clear direction of what to do at the start of the game. This game is playable, but a bit weak. ***-Alex***

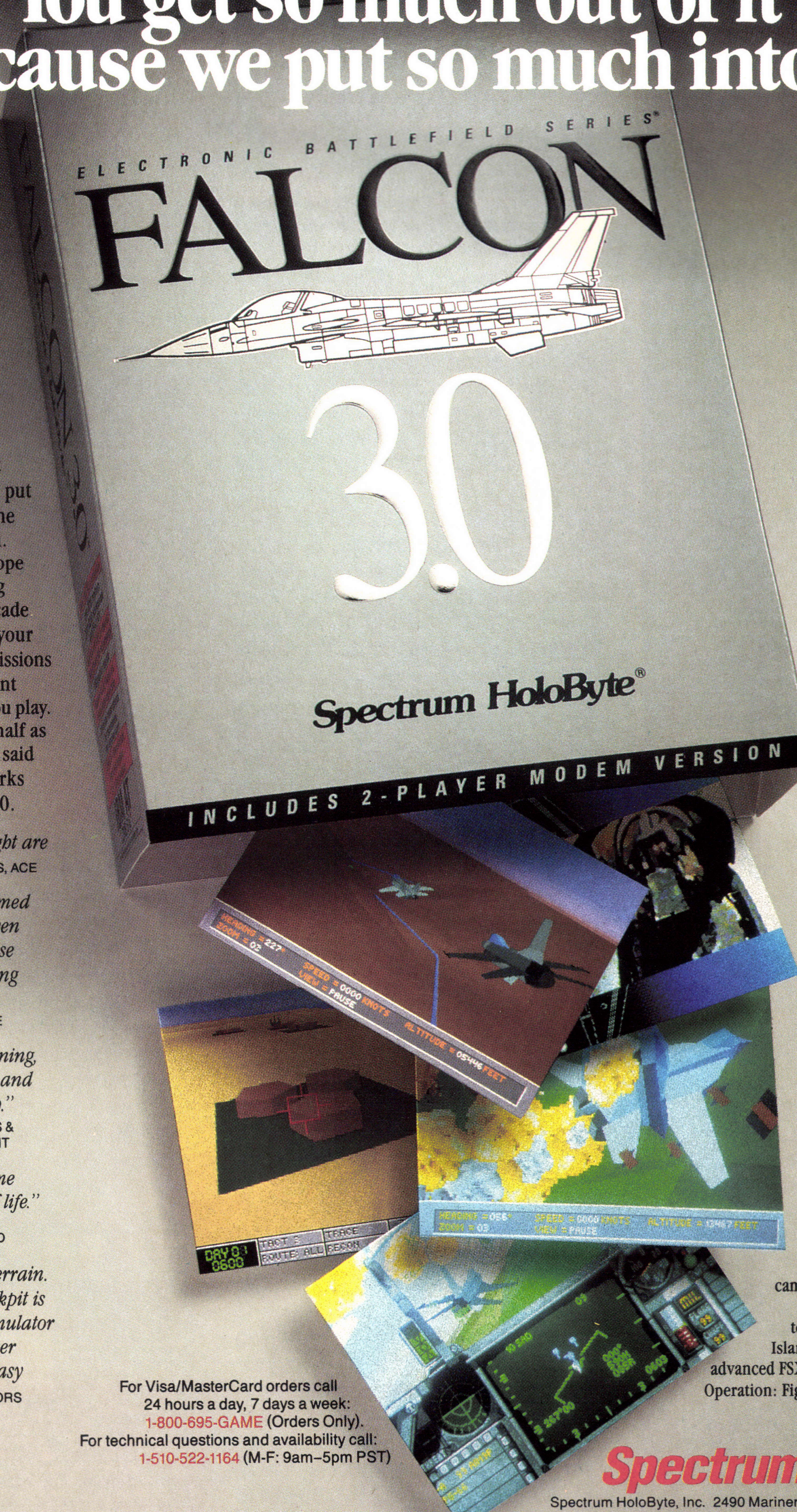
73

Shadowlands could have been a good role-playing game if some changes were made. The graphics are good and the sound is even better. I think the characters are well-rounded, but their skills are too limited for my taste. There are a decent amount of monsters throughout the dungeon and above ground areas that you can fight. The control was almost impossible to get comfortable with. Every time I wanted to walk somewhere, I would either go too far, not far enough, or have just one character move instead of the whole party. This isn't a great game, but it does have some good qualities. ***-Rick***

67

Shadowlands could've been good, but the miserable control scheme kills it. While I like the look of the game and little additions like torches that fade and flicker out, the control of the game was so frustrating that I gave up. To move your party, you must click on someone's leg. To move just one person, click on their other leg. To fight, click on one arm, to pick something up, click the other. This is tough to do when the pictures are as small as they are. Wouldn't icons have been a better choice? At least they would have been easier. If you have masochistic tendencies and can live with poor control, give it a shot. ***-Steve***

You get so much out of it because we put so much into it.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DAY 01
0600
HEADING = 056
ZOOM = 03
SPEED = 0000 KNOTS
VIEW = PAUSE
ALTITUDE = 13467 FEET

We could tell you about the superb graphics we put into Falcon 3.0™. And the incredibly real F-16 feel. And the sensational scope that delivers everything from Instant Action arcade excitement to plotting your own Red Flag training missions to engaging in a different campaign every time you play. But we couldn't say it half as well as the critics have said it. Look at the high marks they've given Falcon 3.0.

"The visuals during flight are awesome." JIM DOUGLAS, ACE

"If you aren't in the armed services–and maybe even if you are–this is as close as you can come to flying the Falcon."
PETER OLAFSON, COMPUTE

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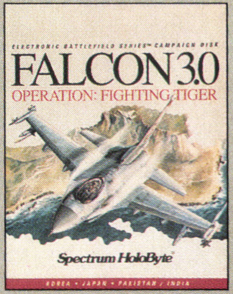
"Realistic, contoured terrain. Your view from the cockpit is the best in the flight simulator world. And Falcon's user interface is slick and easy to use." PC GAMES EDITORS

"Be excited. Falcon 3.0 makes other efforts in this genre seem like test runs for the real thing."
STRATEGY PLUS EDITORS

"The most complete and accurate jet fighter simulation to be found this side of a security clearance. Period."
RICHARD SHEFFIELD, COMPUTE

"The most appealing aspect is the realism. This is as true to life as I've seen on a computer."
COMPUTER GAME REVIEW EDITORS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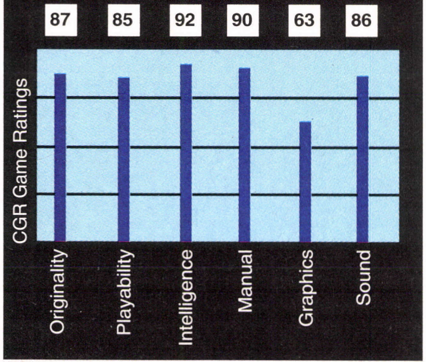
Available for IBM/compatibles

CIRCLE #170 ON READER SERVICE CARD.

Star Legions

by Mindcraft

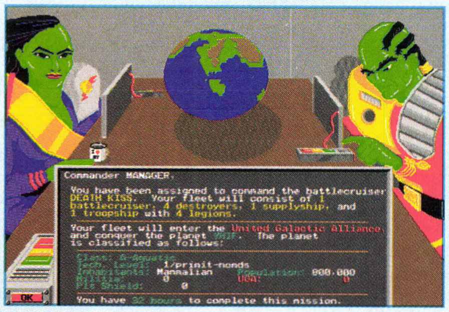
Overall Rating: 89%



GAME SPECS:

Requirements:	VGA, 640k, Mouse
Sound Support:	Ad Lib, Sound Blaster
Controller:	Keyboard, Mouse
Available for:	PC and compatibles
Designed by:	Trevor Sorensen
Distributed by:	Mindcraft
Retail Price:	$59.95
Hard Drive Space:	4.7 Meg
No. of Players:	One player

"Enough!" screamed the commander. "Are we to let ourselves be subjected to the petty rules and regulations of the United Galactic Alliance? I should say not! Ours is a race of warriors and conquerors. The minor setbacks we faced in the first Galactic War will not stay our wrath or our superior intellect. We must push on with our plan, lest democracy be carried to every end of the galaxy. Go now, and find the future commanders who will lead our great Krellan Empire to ultimate victory!" With that, the war counsel concluded. We must find more strong and courageous individuals to rebuild our powerful empire to its previous status. We will only recruit the most ruthless, yet intelligent and strategic military personnel.



Commander MANAGER,

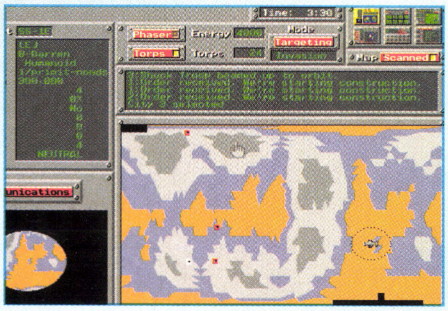
You have been assigned to command the battlecruiser DEATH KISS. Your fleet will consist of 1 battlecruiser, 4 destroyers, 1 supplyship, and 1 troopship with 4 legions.

Your fleet will enter the United Galactic Alliance, and conquer the planet VHIF. The planet is classified as follows:

Class: A-Aquatic
Tech. Level: 1/primit-nomds
Inhabitants: Mammalian Population: 800,000
Militia: 0 UGA: 0
Plt Shield: 0

You have 32 hours to complete this mission.

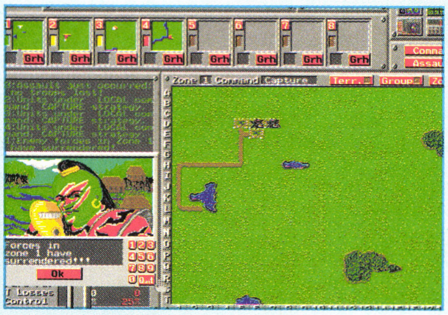
Before starting a new campaign, you will be briefed on the mission objectives.



?:Shock troop beamed up to orbit.
1:Order received. We're starting construction.
1:Order received. We're starting construction.
2:Order received. We're starting construction.
City 3 selected

The Planetary Control Panel provides quick access to general invasion controls.

The glorious Krellan Empire is once more engaged in a life or death struggle with our hated enemies, the United Galactic Alliance. The UGA consists of over 500 inhabited but non-aligned planets within their space. The UGA central authority uses an old and worthless degenerative system of government called "democracy." As incredible as it sounds, this government actually lets the blissfully ignorant masses of followers select their own leaders! This encourages weak leadership by the majority, and suppresses individual might. We will not stand for this detestable form of government invading any of our space, and we must do our best to destroy it wherever it rears its ugly head!

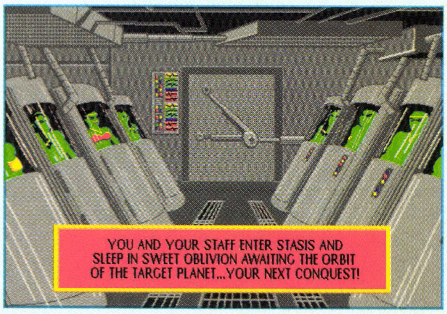


Forces in zone 1 have surrendered!!!

Pop-up communication screens keep you in constant contact with your brave troops.

You, my young recruit, may be chosen to lead a fleet of Krellan attack forces into the UGA space to seek out and conquer the weakling democratic governments. If you are selected, every aspect of the conquest will be controlled by you. The counsel will provide you with a mission objective, and you must succeed in accomplishing this objective and bring further glory to the Krellan empire. In order to overtake the enemy, you will required to pass a tutorial mission. Once this is accomplished, victory is up to you!

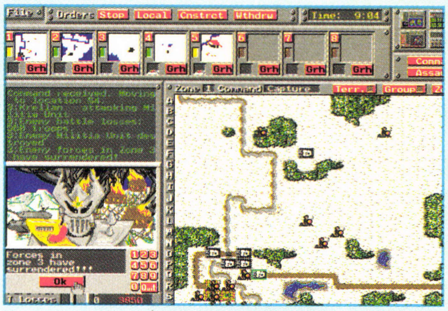
You will find commanding a Krellan military fleet to be quite challenging, yet also very rewarding. Your battlecrusier is equipped with the latest in Krellan war technology, and from this ship, all important strategic decisions will be made. You will consult six main menus throughout each mission. Each menu controls a different aspect of the current mission, and each must be mastered when invading heavily guarded UGA planets.



YOU AND YOUR STAFF ENTER STASIS AND SLEEP IN SWEET OBLIVION AWAITING THE ORBIT OF THE TARGET PLANET...YOUR NEXT CONQUEST!

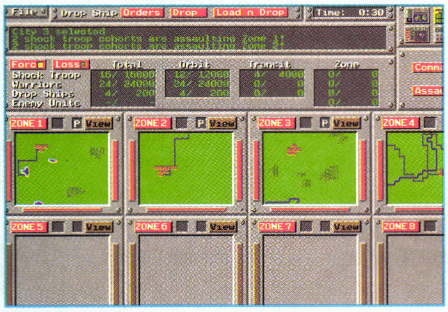
As you travel to new objectives, your staff will enter stasis to ensure maximum power.

From these menus, you will select target cities from the overhead maps and decide wether to destroy them from space or send down a force of shock troops to physically invade the city. The shock troops are our crackerjack attack squadrons, who move in with lightening quickness to set up landing zones for our warriors. When the warriors are sent down to a planet's surface, they, following your direction, will proceed to do battle with any forces that stand in the way of totalitarianism. Spare no expense when ravaging a city, and take no prisoners unless absolutely



Forces in zone 3 have surrendered!!!

Zone cleared! The objective is to clear all populated zones on each assigned planet.



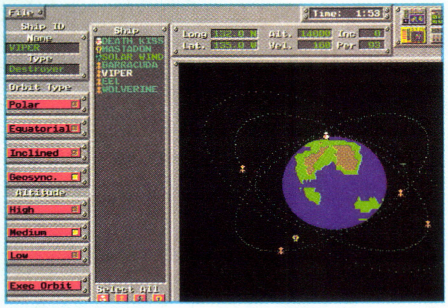
City 3 selected
2 shock troop cohorts are assaulting Zone 1!
2 shock troop cohorts are assaulting zone 2!

	Total	Orbit	Transit	Zone
Shock Troop	16/ 16000	12/ 12000	4/ 4000	0/ 0
Warriors	24/ 24000	24/ 24000	0/ 0	0/ 0
Drop Ships	4/ 200	4/ 200	0/ 0	0/ 0
Enemy Units	-/ -			0/ 0

Proper utilization of the Invasion Control Panel will ensure a quick and decisive win.

necessary. The more bloodthirsty and vicious your attack, the more accolades you will be awarded upon the completion of the mission.

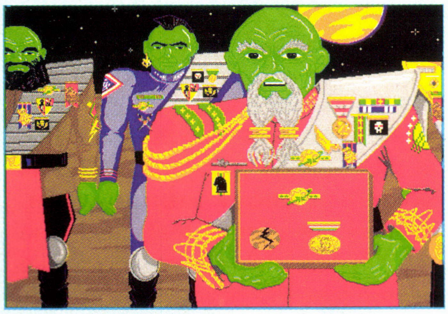
Executing a well-run attack involves more than just sending in the troops to face the enemy. You must make tactical decisions as to the number of troops to be used, where the landing sites will be built, which ships in the fleet will attack and which will be used for defense, where to land the shock troops for the most effective and quickest attack sequences, and much more.



Time: 1:53
Ship ID
Name: VIPER
Type: Destroyer
Long 132.0 N
Lat. 135.0 W
Alt. 14000
Vel. 100
Inc 0
Per 93

Make changes in your fleet's orbits on the Orbital Control Panel.

Remember, this type of command is not for everyone. The scourge of democratic governments and weakling planets must be removed from all space, to be replaced by our own glorious colonies and cities. We were embarrassed once. Now, it is up to you destroy our enemy!



Heartless destruction and cruel aggression will be handsomely awarded!

91

Although I had been anticipating a pretty good game out of Star Legions, I did not expect it to be this good. It is somewhat refreshing to get to play a bad guy for a change, although it does make me feel a little guilty (not too guilty though). Star Legions not only lets you play the role of a bad guy, it actively encourages it. You get to feel really proud when you receive medals and commendations for excessive brutality and the merciless crushing of your enemies. The game does start out easy to let you get the hang of the controls gradually without getting frustrated. However, it does eventually get more difficult to the point of challenging even the most skilled players. While there is a certain level of complexity to the game, the controls are designed in such a way to make it as easy as possible to play. A lot of small details, like the surveillance cameras and the small animations and speech which accompany your issuing of orders add to Star Legion's overall ability to hold your attention. The game is not graphically advanced, but so many small details and unneeded extras have been included in the game play that I did not miss lush scenery. The game seems to be a little slow in loading, but it does not appear to affect the later parts of the scenario. ***-Alex***

89

Star Leigons was a big surprise to me. I did not expect to have as much fun as I did. There are several ways you can approach this game, and there are many options to use in each battle. First off, this game has humor, and a lot of it. It may just be me, but I thought a green alien with an English accent was great. You can first start by letting your ships bomb the life out of the planets or, if you get daring, you may even choose to start a land invasion. This can be difficult if you do not think it through. I like how you give orders to your different troops. The control in the game was at first a little difficult to get used to, but in time, it got really easy to use. Like the instruction manual says, the game starts out slow, and if you get overconfident, just keep playing and you will soon learn that this game can be quite challenging. The voice in this game is good, but it could have been better, though it in no way detracted from my enjoyment. The graphics are good and the game animates pretty well, too. One of the things I did not like was the scanning of the planet. I thought it took way too long since large parts of the planet were left unscanned; this did drag my score down a little. Overall, this is a good, fun game that will last for hours and hours. ***-Rick***

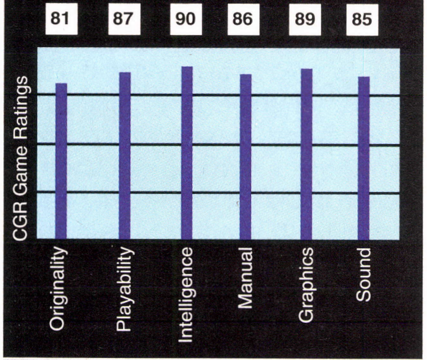
88

Alright! Not only do I get to invade planets with loads of vicious shock troopers and infantry, I get to play as the bad guys! This is something that makes Star Legions even better than it would have been, because it puts an entirely new perspective on the game. The graphics are not what I would have expected them to be, but after playing, I really didn't care that they weren't all that advanced. Star Legions shares qualities with many other games of this genre; great graphics have been sacrificed in the name of excellent game play and a great AI. Star Legions is very easy to control, which makes it a lot of fun and easy to jump right into. I also appreciate that the game starts out slow with easy planetary conquests, giving you greater and greater challenge as you become more familiar with the different aspects of the game. Also included here is a great tutorial both on the screen and in the manual. Being able to conduct battles in eight different places at once is a bit confusing at first, but it's wildly entertaining. I love how the planetary forces increase in size to reflect a recalling of units on leave and conscription when they realize they are under attack. This is one I'll play all the way through and then play over from the start! ***-Steve***

Contraption Zack

by Software Toolworks

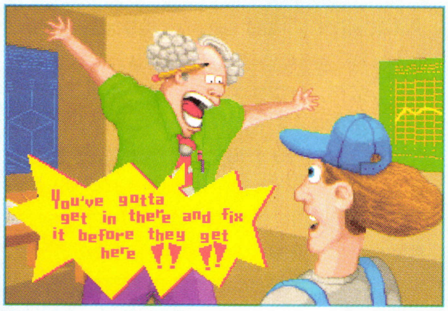
Overall Rating: 87%



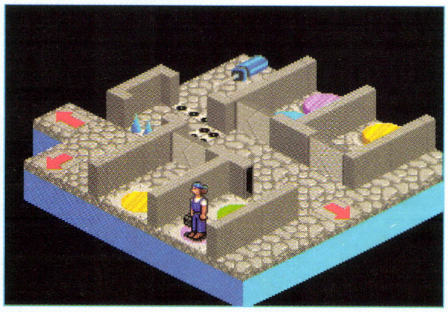
GAME SPECS:

Requirements:	VGA, 640K, Hard drive
Sound Support:	Ad Lib, Roland, Sound Blaster
Controller:	Keyboard, Joystick
Available for:	PC, Amiga
Designed by:	Presage Software
Distributed by:	Mindscape
Retail Price:	$39.95
Hard Drive Space:	3.5 Meg
No. of Players:	One player

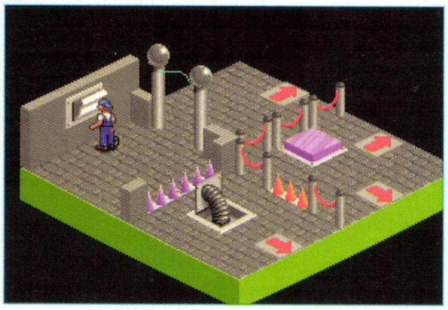
Zack's just started his new job and it's a good thing he has! Everything in the plant is going crazy and it's Zack's job to fix it. His new co-workers would like nothing more than to see him fail miserably, so they've taken all of his tools and hidden them throughout the plant. Zack will not only have to fix all of the broken machines, but he'll also need to find and recover his tools if he's going to get the job done right. Contraption Zack features a 3-D isometric view to give you the best possible angle on the different puzzles and devices in the game. Spikes and guard rails will block your passage between rooms. Only by jumping on the correct combination of pressure plates will Zack be able to make it through each of the increasingly difficult levels. Many of the puzzles can only be solved by using switches and devices in several different rooms. Along the way, Zack will encounter puzzles that must be completed in certain orders, time-based, music-based and logic-based puzzles. Zack's job security depends on you!


You've gotta get in there and fix it before they get here !! !!

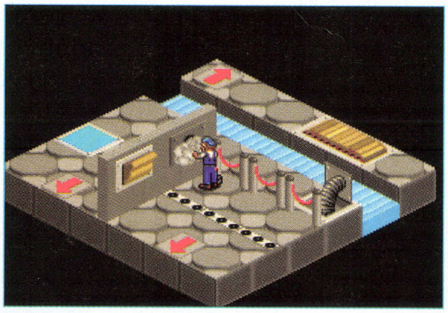
It's only Zack's first day on the job, but things are already going crazy on him!



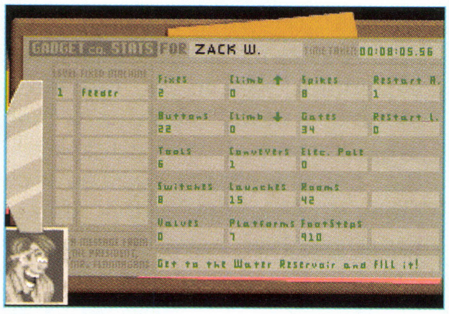
Jump on the buttons to drop the spikes and retrieve Zack's trusty screwdriver.



The big wall switches can give you access to new areas of the company.



With the right tools, Zack will be able to fix all of the machines on each level.



GADGET co. STATS FOR ZACK W. 00:08:05.56

1 Feeder

Fixes 2
Climb ↑ 0
Spikes 8
Restart A. 1
Buttons 22
Climb ↓ 0
Gates 34
Restart L. 0
Tools 6
Conveyers 1
Elec. Bolt 0
Switches 8
Launches 15
Rooms 42
Valves 0
Platforms 7
FootSteps 910

Get to the Water Reservoir and FILL it!

After each level, you'll get a score showing you how well you performed.

83

Contraption Zack is an enjoyable, but occasionally irritating puzzle game. The puzzles that you face can be solved by performing repairs or pushing buttons in different areas. If you are not careful enough, you can end up trapped with no way out of your current situation. Unfortunately, this can happen with little or no warning. I found the cheery little background soundtrack to be kind of annoying until I finally shut it off. Also, the controls, which are best done through the keyboard, are a little difficult to master at first. Finally, I wish that Zack moved a bit faster, particularly in areas where you need to revisit rooms a lot. ***-Alex***

90

I love most puzzle games, and this one has proven to be no exception. There are great graphics and the sound is cool as well. The animation is also very smooth. A few companies out there might want to take some notes on what a walking figure *should* look like! About the only thing I did not like about the game was the control scheme; to me, it seemed awkward, and it took a little while to get used to it. The other thing I did not like was the music. It was almost immediately turned off! One of the features I really like about this game is that you have to find the different tools to solve the problems. ***-Rick***

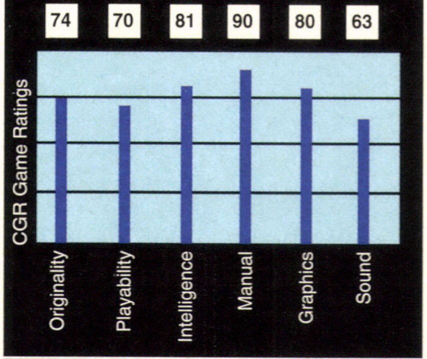
87

Contraption Zack has a similar look and play style as D-Generation, one of my favorite games. The game play is totally different, though. Instead of fighting off creatures, the object here is to solve a horde of puzzles. What I really like is that many of the puzzles take lots of time to solve and require you to run through several rooms a couple of times to get it right. The restart feature is very handy, which is nice for the puzzles that aren't solved correctly the first time. While I like games that challenge my joystick skills, occasionally I'd rather test my brain. Contraption Zack is a good one when I want a mental workout. ***-Steve***

Campaign

by Empire

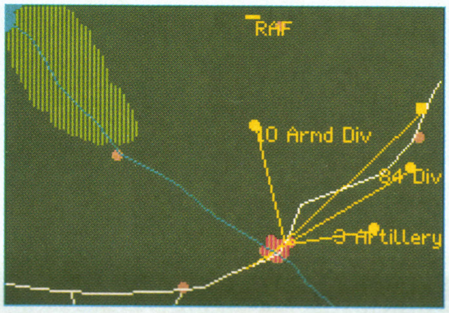
Overall Rating: 75%



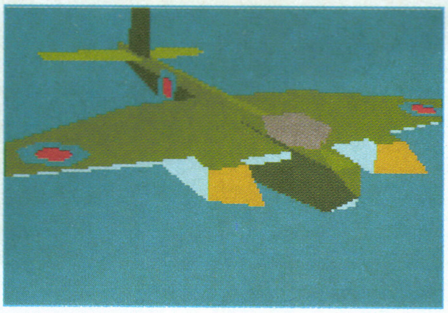
GAME SPECS:

Requirements:	640k
Sound Support:	Ad Lib, Sound Blaster, Roland
Controller:	Keyboard, Mouse
Available for:	PC and compatibles
Designed by:	Jonathan Griffiths
Distributed by:	Empire Software
Retail Price:	$59.95
Hard Drive Space:	1.3 Meg
No. of Players:	One player

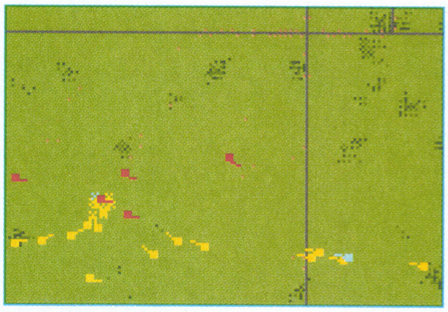
There are already a number of World War II sims on the shelves. Now, Campaign offers you the chance to view the war from three different perspectives. Your job as a Field Marshal will be to coordinate your overall strategy by giving commands to your tanks, aircraft, ships and production centers. As General, you command the combat in a battle with as many as 16 tanks as well as artillery and air support. You can even go so far as to play the role of a single tank driver/gunner in which you control the survival of your own armored vehicle in the 3-D combat mode. In Campaign, you will be commanding as many as 3000 vehicles on more than 20 maps ranging from 625 to 10 million square kilometers. Included in the program is a map-editor which will allow you to modify and create maps to fit your specifications. As either the Axis or Allies, you can build and control more than 150 vehicle types, both land and air units. With Campaign, you have two of the history's mightiest armies at your command.



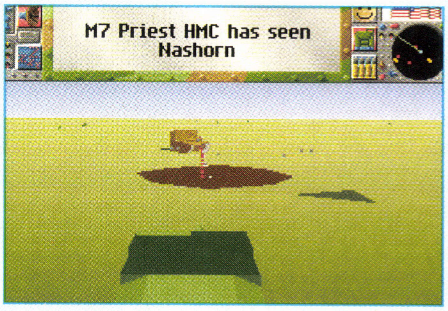
The campaigns will take place on a number of maps from different areas of the world.



You can call in support fire from aircraft and nearby artillery divisions.

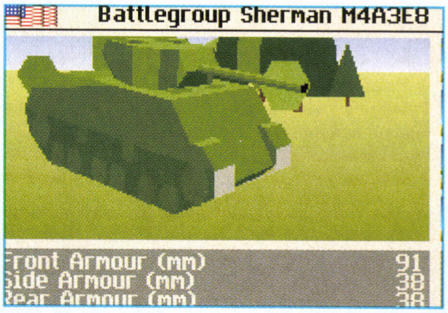


On the strategic map, you control the movement of your armored units.



M7 Priest HMC has seen Nashorn

A driver's-eye view will take you into the action and make it personal.



Battlegroup Sherman M4A3E8

Front Armour (mm) 91
Side Armour (mm) 38
Rear Armour (mm) 38

You can choose to build over 150 vehicles based on speed, firepower and armor.

77

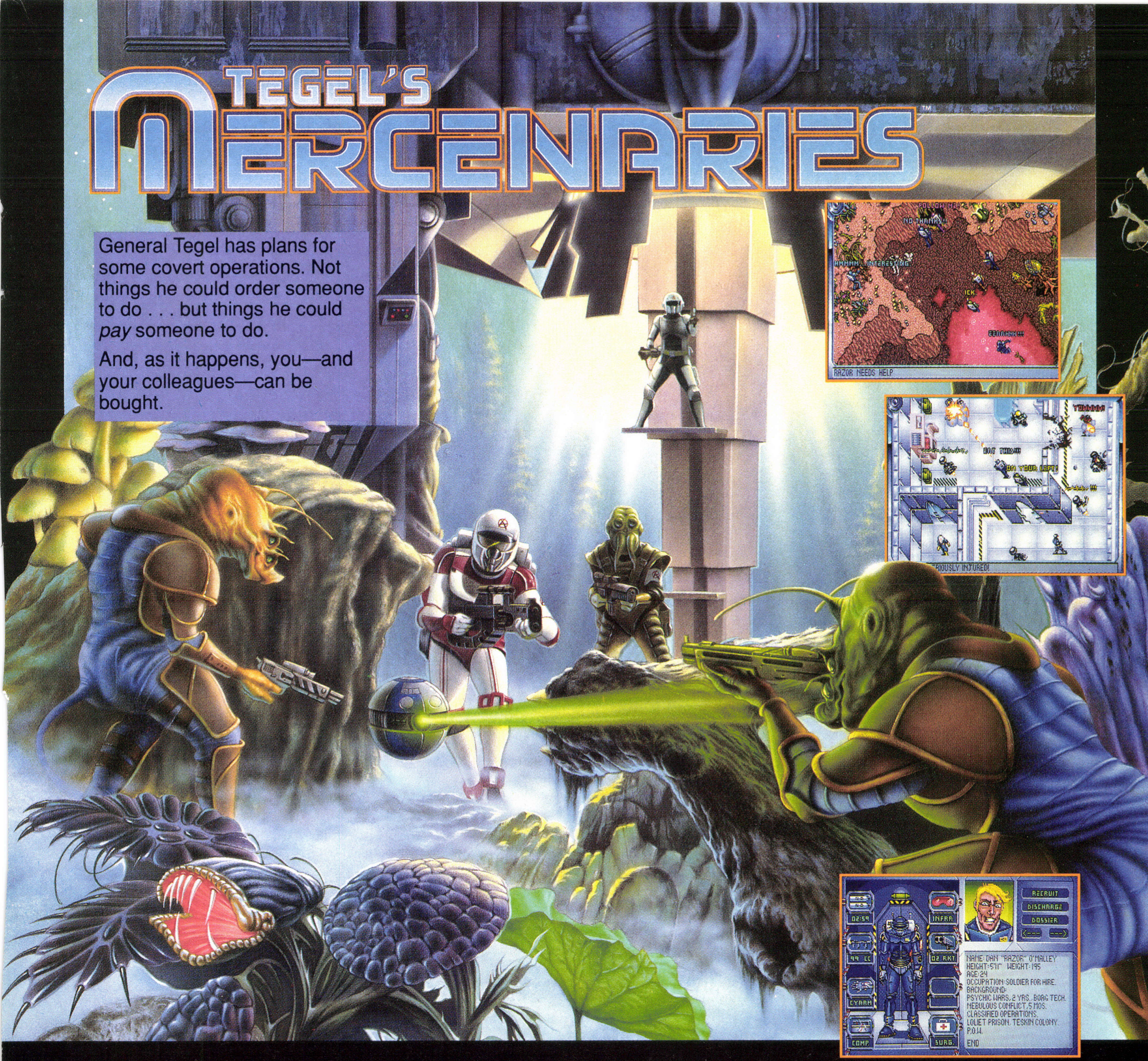
I prefer this type of military simulator more than I do the less action-oriented style that pays more attention to realistic details such as morale and fatigue. I got some enjoyment out of being able to put myself into a tank and blow away the enemy vehicles myself. Since the computer's skill appeared to be limited, I could often succeed against higher odds than would be possible in other war games. The graphic representations and detailed information of the many different of vehicles is also a nice touch. I found getting my units to actually engage the enemy was much more difficult than it should have been. ***-Alex***

70

Campaign is a good military simulation, as far as they go. I do not, however, like this type of game. They are generally too boring for me. The control is easy to learn and there is a decent tutorial, which I needed. In addition, the detailed equipment facts manual was quite informative and appeared to be historically accurate. One thing I did not like were the blinking lines when the game was playing. This was very annoying. Another thing I did not like was the way the navies are represented. I realize that they weren't significant in these battles, but it was kind of like flying a plane without all of the gauges. ***-Rick***

78

Campaign has some of the features that I generally look for in a military simulation. It seems to be pretty accurate as far as the different vehicles go, and there is a good level of complexity. However, I am not usually a fan of directly controlling my units, so I like to have the computer run my battles for me. Since the computer in this one does not control its units very well, the best way to succeed is to jump into your tanks and blow away the enemy troops. This was a bit of a turn-off. It was also tough to get accustomed to the game, since the icon menu wasn't the best. Still, it's playable and the action's pretty good. ***-Steve***


TEGEL'S
MERCENARIES™
FOLLOW ME!
NO THANKS!!
HMMMM...INTERESTING.
ICK.
EEAAHHH!!!
RAZOR NEEDS HELP
YEAHHHH
EAT THIS!!
ON YOUR LEFT!
RIOUSLY INJURED!
02:59
INFRA
99 CC
02 RKT
CYARM
COMP.
SURG.
RECRUIT
DISCHARGE
DOSSIER
<---
--->

NAME: DAN "RAZOR" O'MALLEY
HEIGHT: 5'11" WEIGHT: 195
AGE: 24
OCCUPATION: SOLDIER FOR HIRE.
BACKGROUND:
PSYCHIC WARS, 2 YRS., BORG TECH.
NEBULOUS CONFLICT, 5 MOS.
CLASSIFIED OPERATIONS.
LOLIET PRISON, TESKIN COLONY.
P.O.W.
END

General Tegel has plans for some covert operations. Not things he could order someone to do . . . but things he could *pay* someone to do.

And, as it happens, you—and your colleagues—can be bought.

Mindcraft presents: ***Tegel's Mercenaries*** . . . an intriguing concept in futuristic strategy gaming.

You lead a squad of interplanetary mercenaries picked from twenty of the most notorious men, women and aliens this side of the Magellanic Clouds.

- Belk Otem, with his Delaser rifle and cybereye
- "Smokey" Okrara, the green-skinned, two-trunked chlorophant
- "Bombshell" Divan, "Tunes" Krakowski, and 16 more!

Start with a "diplomatic" mission to the ice planet of Nueva Nevada, then go wherever the general sends you next. Just remember the most important thing: you're in it for the money!

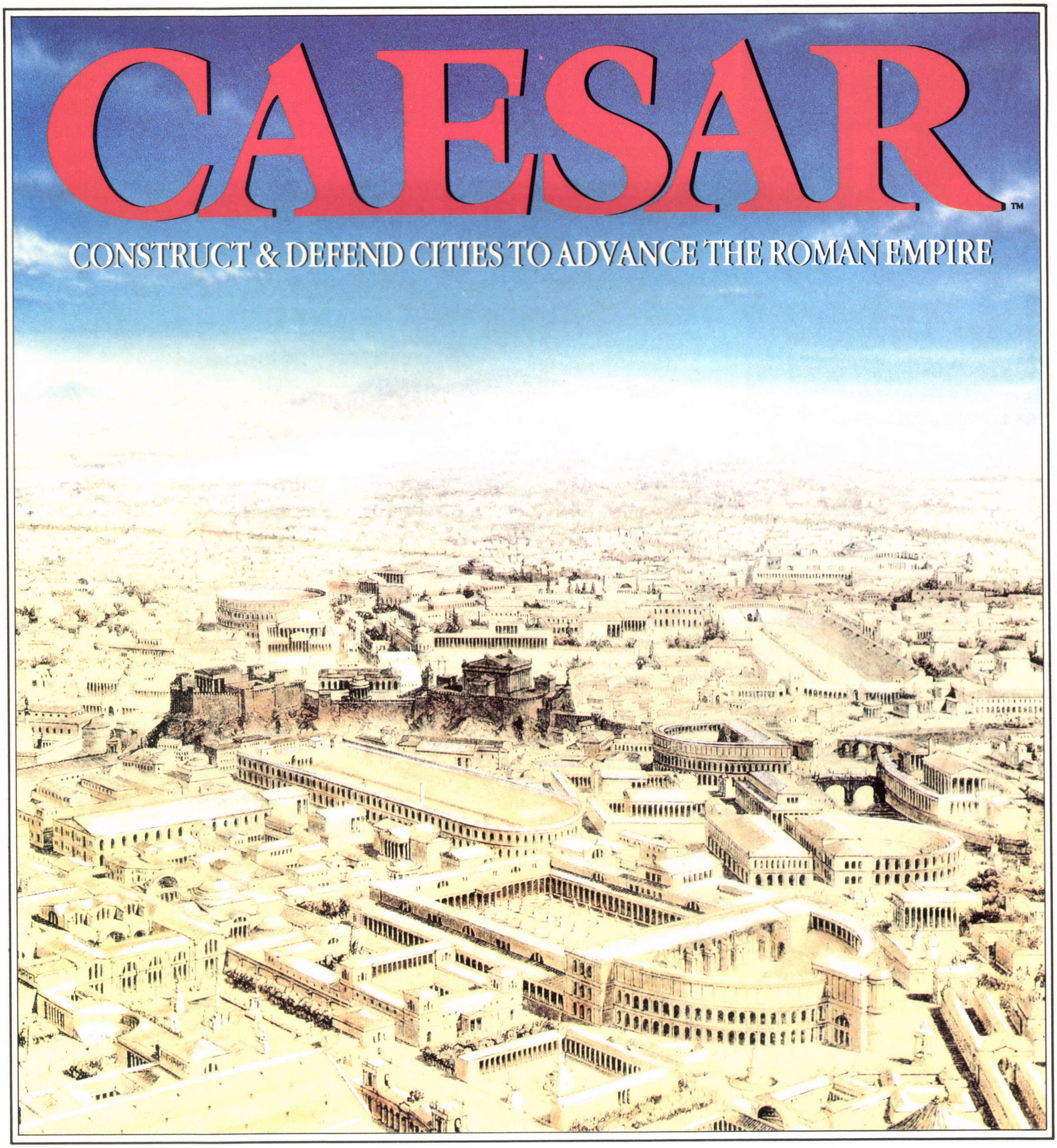
When you are through with Tegel's tours of duty, strike out on your own! Use the Scenario Kit & Working Interface Developer to build missions to challenge the most hardened mercenaries.

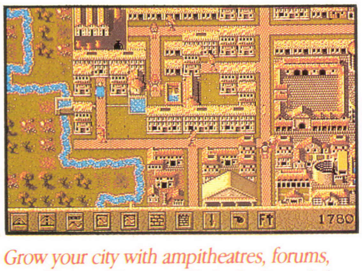
A new level of excitement, from the makers of the award-winning *Magic Candle* and *Siege!*

MINDCRAFT

2291 205th Street, Suite 201, Torrance, CA 90501
(Actual screens may vary.)

CIRCLE #158 ON READER SERVICE CARD.

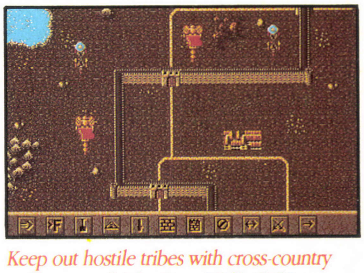

CAESAR™
CONSTRUCT & DEFEND CITIES TO ADVANCE THE ROMAN EMPIRE



Grow your city with ampitheatres, forums, temples, aquaducts, roads, baths & workshops - and much, much more!

As governor of a province of the Roman Empire you must build cities for the good of your people. Fortify your cities with walls & towers - but should your defences fail, you must command legions to crush the hostile barbarian tribes! Success will lead to promotion -and ultimately, the very best may rise to become... Caesar!

Battles may also be fought out in detailed, animated combat using a much enhanced version of Impressions' Cohort (Cohort II will be available separately).



Keep out hostile tribes with cross-country walls to match The Great Wall of China

Impressions

Committed to Excellence in Strategy Entertainment

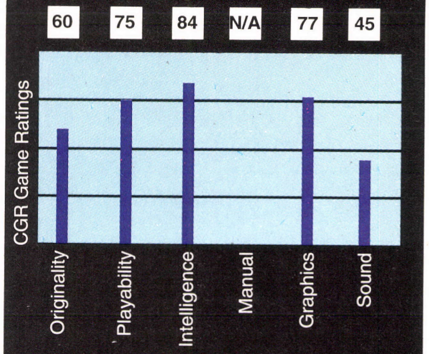
Impressions Software, Inc. 7 Melrose Drive, Farmington, CT 06032

CIRCLE #143 ON READER SERVICE CARD.

Neverwinter Nights

by America on-Line/SSI

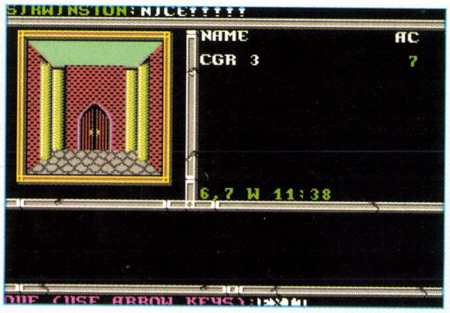
Overall Rating: 71%



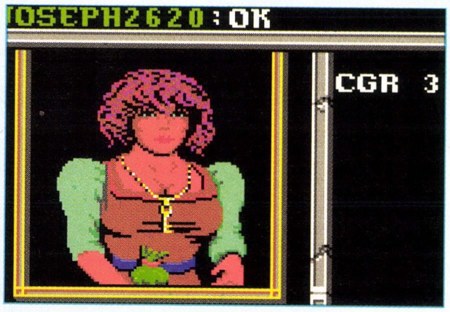
GAME SPECS:

Requirements:	640k, Modem
Sound Support:	PC speaker
Controller:	Keyboard, Mouse
Available for:	PC and compatibles
Designed by:	Strategic Simulations
Distributed by:	America On-Line
Retail Price:	$14.95 for full game plus phone charges
Hard Drive Space:	1 Meg
No. of Players:	Unlimited

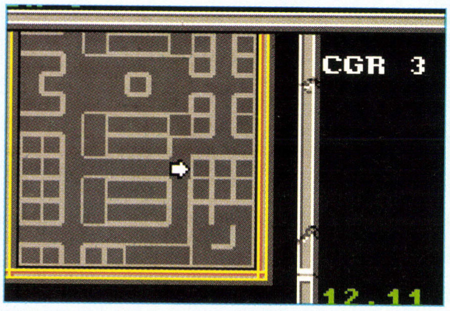
When role-playing games first started, people played them sitting around the kitchen table and rolling dice, using their imaginations to conjure up the look of their characters, the dungeons and the monsters they faced. During this time, the most popular role-playing game was created. Dungeons and Dragons became a way of life for people all over the world. When computer role-playing began, this gaming system was brought to the single player, giving him or her the sights and sounds of the dungeon, but eliminating the interaction with other players. Now, America On-Line and SSI have blended these two concepts in Neverwinter Nights. This on-line game uses the AD&D role-playing system found in many of the SSI "gold box" series of games, like Pools of Darkness, Death Knights of Krynn and Treasures of the Savage Frontier. In addition to this familiar system, players interact with other gamers as they explore vast dungeons and towns, looking for gold and powerful magic items.



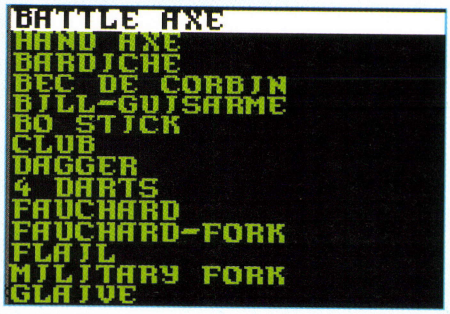
Now, you and your friends can play a true D&D game via modem!



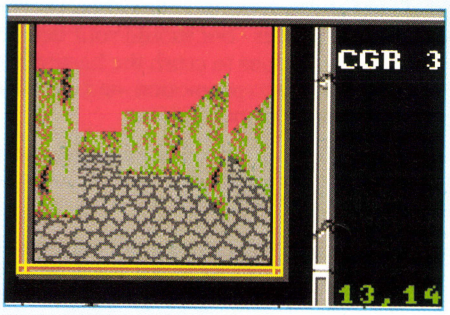
Make new friends in Neverwinter while you talk to a character on the command line.



Receive overhead map views, just as you do in any other D&D adventure!



Go to the armory and pick the weapon of your choice.



Explore all new lands as you play Neverwinter on your modem.

74

Those of you who have played any of SSI's Advanced Dungeons and Dragons series will recognize the game style of Neverwinter Nights. It uses the same reliable engine that has produced great games like Dark Queen of Krynn and Curse of the Azure Bonds. There are a couple differences, though. You start out with a party of one, which other on-line players can join. The disadvantage to this is that if you do not have anyone handy to join, you are stuck with a lone, first level character that will have a difficult time surviving even the easiest fights. The game would improve if you didn't have to rely on strangers' kindness. ***-Alex***

70

I am not a real big fan of modem games. One reason is the cost. It can be a real bargain if you get onto a good system, but there are often a lot of hidden charges out there. The second reason I don't like modem games is because I generally like to see the people I am playing with or I like to create them in the game. I have had too many bad experiences where a couple of jerks ruin the fun for everybody. On the other hand, if you do meet nice people or have some of your friends on-line, it can be fun. The graphics are good, but the sound is better left off. I would rather save up and buy a game from the software store! ***-Rick***

70

SSI's AD&D series of games is pretty good, but Neverwinter Nights falls a long way short. While the game is the same style as the classic SSI titles, the big draw here is that you are playing with other people on-line. However, it's rather difficult to interact with them, because the SSI games were not really set up for this, and it seems to have been added in, almost as an afterthought. There are better dungeon adventures out there, and there are better modem games available. Neverwinter Nights tries to blend two great ideas and fails to give a satisfactory account of itself for either of them. Bummer. ***-Steve***

You stumbled back to your office after a long day of detective work. But before you can get cozy with a whiskey bottle, there's a message waiting on the phone machine.

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"This is a life and death emergency!! Young ladies have been disappearing left and right, and now, Donna is missing!! We need your help!! Please come quickly!!!

Donna's rescue is only the beginning of this sizzling adventure. There's dozens more tantalizing women held against their will. Free them from the evil clutches of General Kaiser, Cobra's psychotic master criminal overlord, and they will thank you in ways that will leave you screaming in ecstasy.

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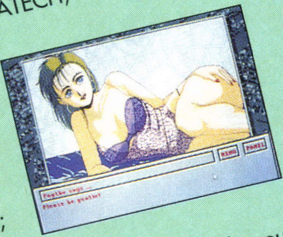
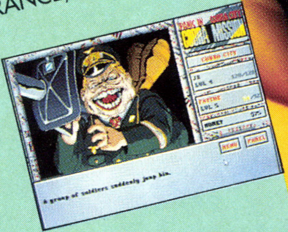
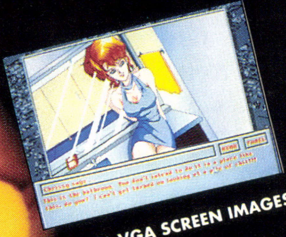


Psyche says ...
Please be gentle!



A group of soldiers suddenly jump him.



ACTUAL VGA SCREEN IMAGES

System requirements: 286 or faster machine with 640K RAM; hard disk with min. 12 megabytes of available space required, mouse recommended. Graphics compatible with EGA, MCGA and VGA (VGA highly recommended). **Sound support:** Sound Blaster Pro, Adlib Gold

BOND WAS HOT STUFF.
SO WAS ARNOLD.
NOW IT'S YOUR TURN.

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R RATED R (This program is voluntarily rated due to the partially violent and adult nature of the graphic imagery.) This program is intended for mature audiences only!!! No sales to minor under 18 and where prohibited by law.

MEGATECH

PLAY-BY-MAIL

Portinium

by Enchanted Horizons

I'm a relative newcomer to the world of play-by-mail, and I was a bit worried that the scope of Portinium might prove to be overwhelming. The game covers four different time periods with four different units and one city (at first) controlled by each player in each of the different time zones. The time periods contained are pre-historic, medieval, modern and futuristic.

The idea behind Portinium is simple; each player controls their units and tries to eliminate the units and characters of the other players in each of the different time zones on the planet Glaceria. One character from each period will become the True Four, people destined to lead their planet and their peoples out of the age of darkness and into a new era.

Of course, it's much more complicated than that. Glaceria is populated with many different races, some of which are quite intelligent and capable of armed battle. Each different city is also capable of inventing and creating new weapons and defensive items. By locking up with tribesmen and other intelligent creatures and creating better weapons, each player must seek out the others in the game and eliminate them.

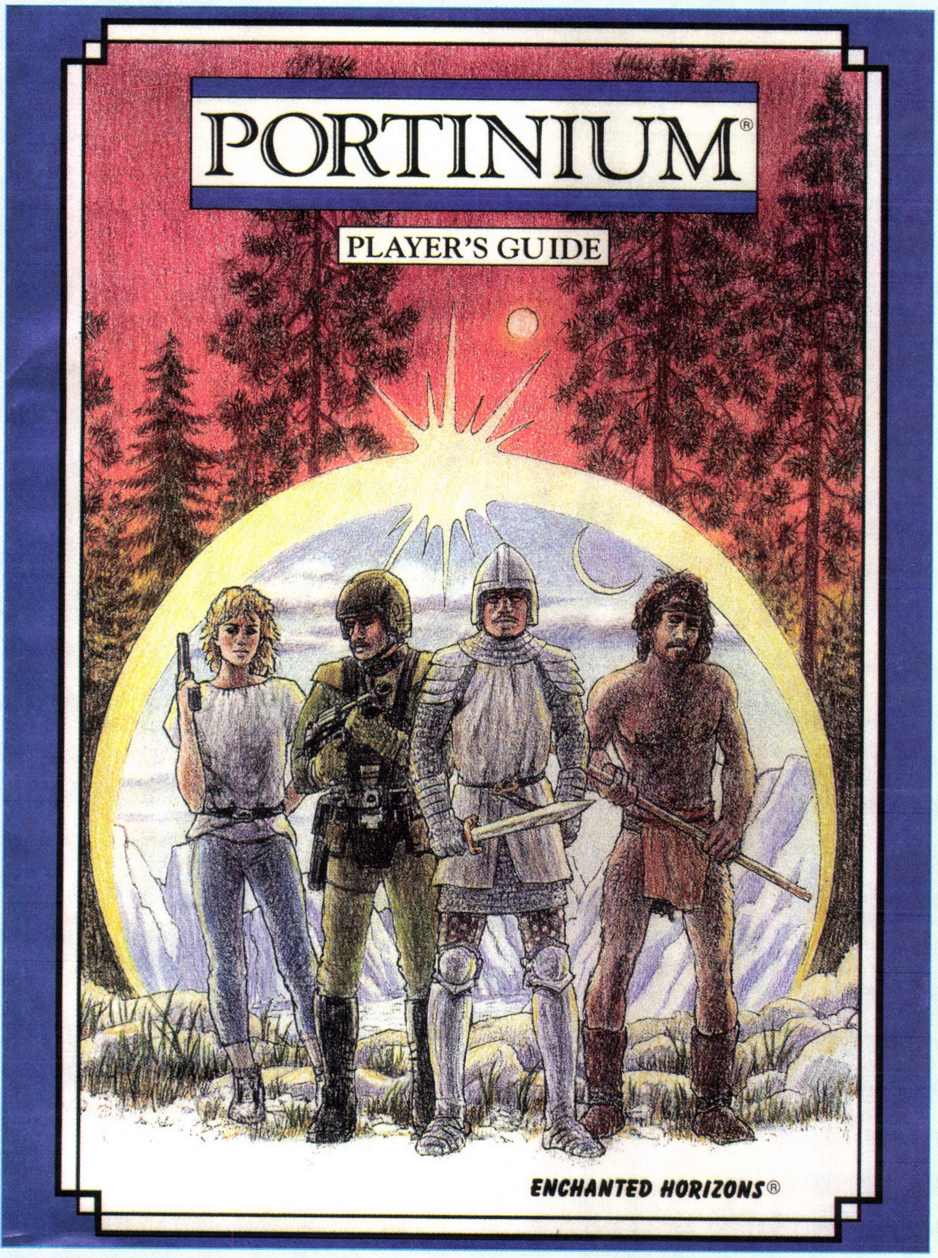
It becomes even more confusing when the idea that time travel between each of the time periods is not only possible but often beneficial. Imagine the surprise of early cavemen suddenly faced with tanks and sub-machine guns. Of course, sending a unit through time makes it more likely that the time period they came from will be less staunchly defended in case of attack by an enemy. Throw in espionage units, and the game becomes more complex, and much more interesting. The wealth of possibilities for each turn is rather staggering.

I was impressed when I got the packet of material including the character creation sheets and the game's manual. This manual is almost 200 pages long and is filled with excellent black-and-white illustrations as well as detailed, step-by-step instructions on how to create characters and units as well as move them in the game.

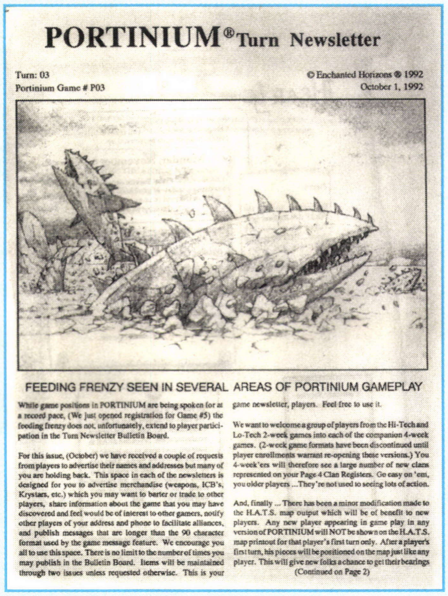
And so I began by creating my four characters, my eight military units (two for each age) and my four espionage units. I also named my city. With this sent in, I was prepared for a long session with the manual when I plotted my first step in the eventual domination of the Luunites (my tribe).

I was pleasantly surprised. It took me about an hour and a half to understand what I was doing and to complete my first turn.

In addition to being surprised at



Portinium comes with a large manual that contains all the necessary instructions for creating characters and moving them around Glaceria.



PORTINIUM® Turn Newsletter

Turn: 03
Portinium Game # P03

© Enchanted Horizons ® 1992
October 1, 1992

FEEDING FRENZY SEEN IN SEVERAL AREAS OF PORTINIUM GAMEPLAY

While game positions in PORTINIUM are being spoken for at a record pace, (We just opened registration for Game #5) the feeding frenzy does not, unfortunately, extend to player participation in the Turn Newsletter Bulletin Board.

For this issue, (October) we have received a couple of requests from players to advertise their names and addresses but many of you are holding back. This space in each of the newsletters is designed for you to advertise merchandise (weapons, ICB's, Krystars, etc.) which you may want to barter or trade to other players, share information about the game that you may have discovered and feel would be of interest to other gamers, notify other players of your address and phone to facilitate alliances, and publish messages that are longer than the 90 character format used by the game message feature. We encourage you all to use this space. There is no limit to the number of times you may publish in the Bulletin Board. Items will be maintained through two issues unless requested otherwise. This is your game newsletter, players. Feel free to use it.

We want to welcome a group of players from the Hi-Tech and Lo-Tech 2-week games into each of the companion 4-week games. (2-week game formats have been discontinued until player enrollments warrant re-opening these versions.) You 4-week'ers will therefore see a large number of new clans represented on your Page 4 Clan Registers. Go easy on 'em, you older players ...They're not used to seeing lots of action.

And, finally ... There has been a minor modification made to the H.A.T.S. map output which will be of benefit to new players. Any new player appearing in game play in any version of PORTINIUM will NOT be shown on the H.A.T.S. map printout for that player's first turn only. After a player's first turn, his pieces will be positioned on the map just like any player. This will give new folks a chance to get their bearings

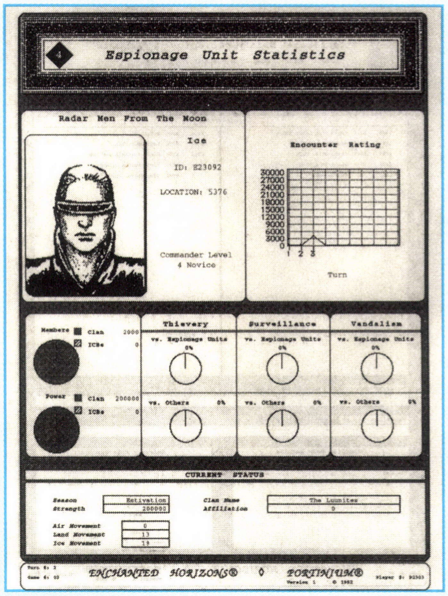
(Continued on Page 2)

Each turn brings a new four-page newsletter with turn information.

the relative ease of my first turn, I was again impressed with the amount of material that was sent to me. In addition to the sheets I had to send back with my turn information (one for each unit and the city in each time zone), each unit also had two double-sided sheets of information about what had happened on the previous turn. Included on these sheets were the statistics of my characters, the size and percentage of human make-up of each unit and inventory list. A four page newsletter containing information, notices and a list of the different tribes in the game also came with the packet.

One of the first things that caught my eye was a sheet that carried messages from one player to another. Scanning it, I saw that one player had offered a non-aggression pact to any takers. Being new to the game and not wanting to get into battle before becoming too strong, I found the sheet that allowed me to send messages back and wrote a response offering the same pact and agreeing to live by the one offered.

As far as the turn itself was concerned, I sent a few of my units out on missions to explore the surrounding countryside. All of my units had been in search mode the previous turn (I started on the third turn of the game) and there were several items of note around my capital city in each of the four time periods. Selecting what I thought would be most useful, I had some of my troops pick up the items that were out there.



Espionage Unit Statistics

Radar Men From The Moon
Ice
ID: E23092
LOCATION: 5376
Commander Level
4 Novice

Members ■ Clan 2000
▨ ICBs 0

Power ■ Clan 200000
▨ ICBs 0

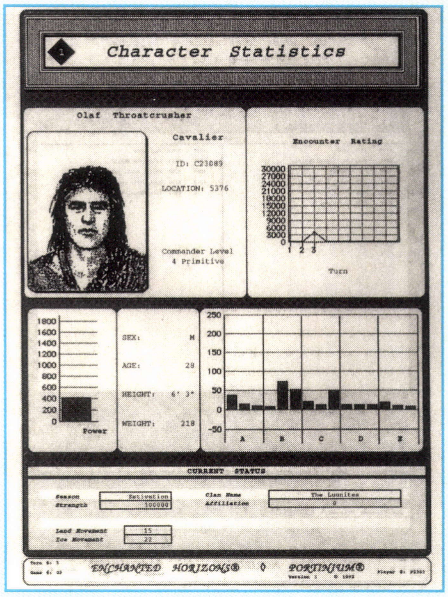
CURRENT STATUS

Season: Estivation
Strength: 200000
Clan Name: The Luunites
Affiliation: 0
Air Movement: 8
Land Movement: 13
Ice Movement: 19

Military and espionage units can be moved across land or through time.

There is a temptation to send all of the units and characters to one time period and concentrate on it, but the designers of Portinium have made that a risky proposition. Each city in each time zone is connected with the other cities, and if a city is taken over by another player, it is possible (if not probable) that they will destroy the captured town. If this happens, it sends a shockwave through time with the potential to destroy the corresponding cities in the three other time zones. With no city left, it's difficult to have a storehouse or a place to go in time of trouble. This threat makes it difficult to leave a city in any time period unguarded. Still, the thought of bringing a horde of savage cavemen to the present day or laser-wielding troops to battle knights is very tempting.

Admittedly, the price of Portinium can be a bit daunting for the new player and even for those well-versed in the ins and outs of play-by-mail gaming. The initial cost is a $25 fee that covers the player for every time they start a new game. It's paid once and never again. This cost includes the first start-up sheets and the manual. Turns cost $15 each for the full, four-zone Portinium, while games covering just one time period cost $8 per turn. The full game has a turn rate of once every four weeks, while the high-tech or low-tech games can be played once every four weeks or, for those looking for the quickest route to the endgame, once every two weeks.



Character Statistics

Olaf Throatcrusher
Cavalier
ID: C23089
LOCATION: 5376
Commander Level
4 Primitive

SEX: M
AGE: 28
HEIGHT: 6' 3"
WEIGHT: 218

CURRENT STATUS

Season: Estivation
Strength: 100000
Clan Name: The Luunites
Affiliation: 0
Land Movement: 15
Ice Movement: 22

Each player has four characters, one in each time period.

I was a bit skeptical about the price, but after receiving my first package with the information on my first turn, I admit to being wrong. The turn sheets are much like the manual, they are professionally done and look great. There are no photocopies and nothing that looks shoddy or half-baked. Portinium has the look, if the turn sheets are any indication, of a game that is cared for very much by its creators. Each character and unit had an illustration that came with it, and the illustrations look professional. As I said, I was impressed.

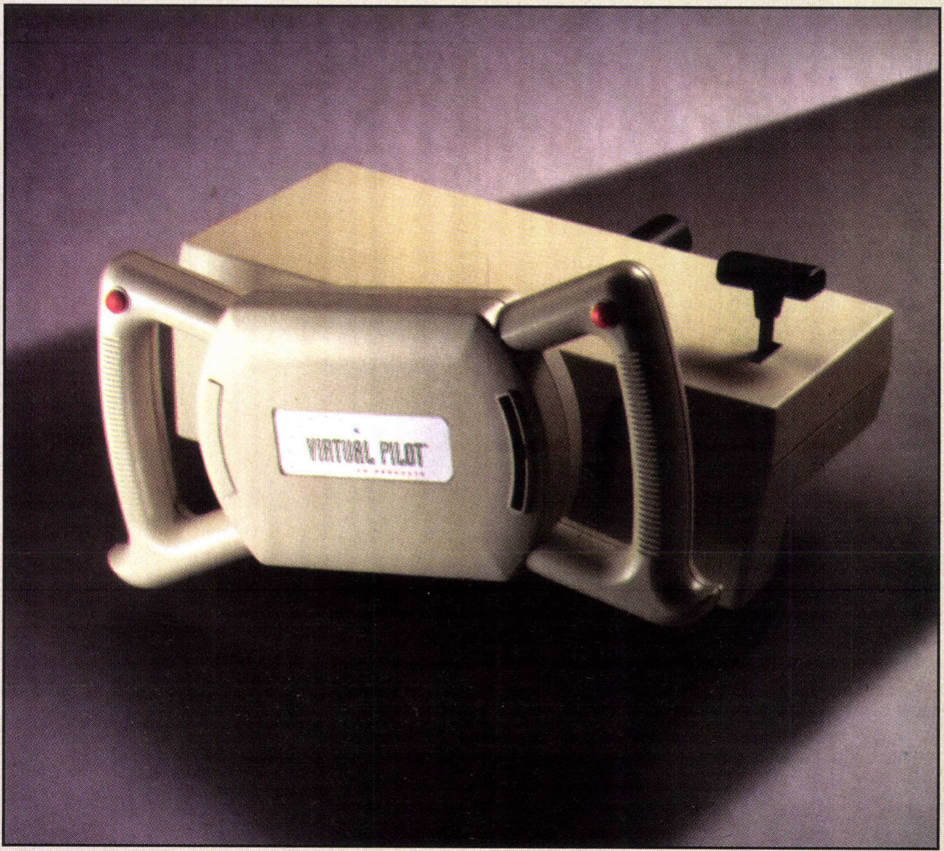
The long and the short of it is that Portinium may be one of the higher priced games in the play-by-mail market, but everything that I received from Enchanted Horizons has indicated that it is money well spent. For those looking to try the play-by-mail market, I recommend one of the smaller versions, both for ease of play and the lower cost. However, if you're a dedicated PBM'er and haven't given this one a go, you're missing a wonderful experience.

-Steve Honeywell

HARDWARE REVIEW

CH products announces the release of the Virtual Pilot airplane yoke. Virtual Pilot is an actual airplane yoke that mounts on a desk and plugs right into an IBM-compatible computer through the joystick port. Virtual Pilot is a precision tool that works the same way a real airplane yoke operates. All of the controls are within easy reach of the player's thumb, and most can be operated without pulling either hand from the control yoke, giving the user maximum control.

Some of the features include complete X and Y axis yoke control, throttle, flap and gear controls, and tactile fire buttons located under the thumbs. There are also ultra-precise trim controls. Virtual Pilot will soon be submitted to the Federal Aviation Administration to win approval for pilots to log hours for their IFR and VFR pilot ratings. Virtual Pilot can be used instead of a joystick for flight simulators such as Flight Simulator 4 (Microsoft), Airline Transport Pilot (subLOGIC) and Aces of the Pacific (Dynamix), just to name a few. In addition, some software companies have committed to support Virtual pilot in the future.



Take flight with the Virtual Pilot flight yoke from CH products. This unique flight yoke offers complete X & Y control. In most cases, all you have to do is move your thumb!

I have noticed that some other flight yokes are not able to withstand the violent movement caused by more energetic players. The Virtual Pilot does not suffer from this problem. It is able to withstand sudden movements and jerks without dislodging. The controls are relatively smooth and responsive, but can be a bit slow on climbing and diving. Another nice feature is the throttle which is easily accessible and allows for quick changes in your air speed. This product offers practically everything a flight game enthusiast needs in one package.

88

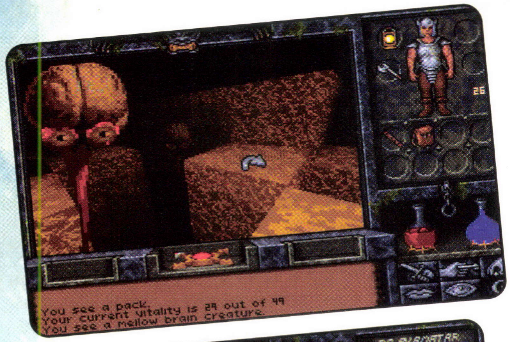
If you have ever used a typical flight yoke, you will have noticed what I call the "dreaded drift." Yokes tend to be less than accurate. There are at least two things to look for in a flight yoke: one is the response (or how it drifts), the other is stability. First, this controller never drifts! Secondly, there is no way you are going to budge this controller no matter how violent you are when flying (unless you use a crowbar). What about the control itself? It is very good and accurate, and the throttle gives you pinpoint accuracy! This is a very good product!

95

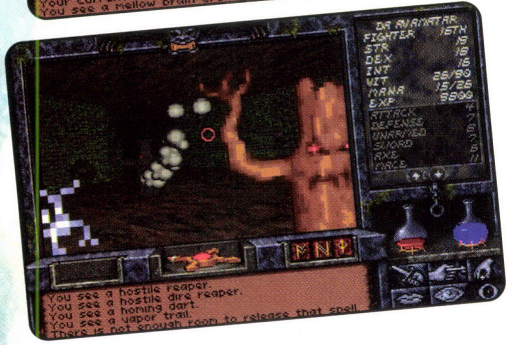
The Virtual Pilot is a very streamlined piece of equipment. The high-tech look of the yoke enhances what the yoke is for; it makes games play better and it makes the computer station look better. As far as the control on Pilot is concerned, it's pretty good. I did have trouble calibrating the yoke at first, but once done, this flew with the best of them. I really like the throttle control being so easy to use. Virtual Pilot is as good or better than any other yoke I've used, but I'll give it the nod just because it looks so much better. Top notch!

85

The Thrilling Sequel to Computer Gaming World's Role-Playing Game of the Year! It's not just a dungeon game anymore!

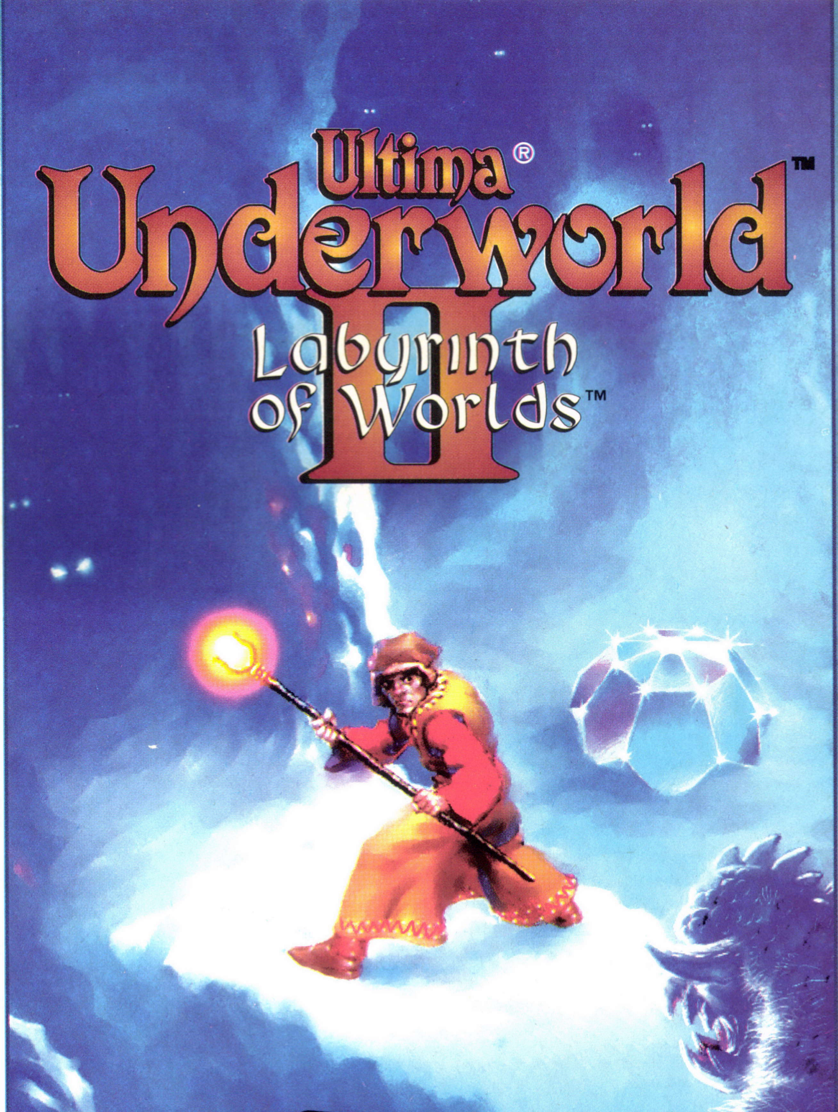


```
You see a pack.
Your current vitality is 29 out of 49
You see a mellow brain creature.
```



DA AVANATAR
FIGHTER 15TH
STR 15
DEX 18
INT 15
VIT 26/90
MANA 15/26
EXP 9800
ATTACK
DEFENSE
UNARMED
SWORD
AXE
MACE

```
You see a hostile reaper.
You see a hostile dire reaper.
You see a homing dart.
You see a vapor trail.
There is not enough room to release that spell.
```

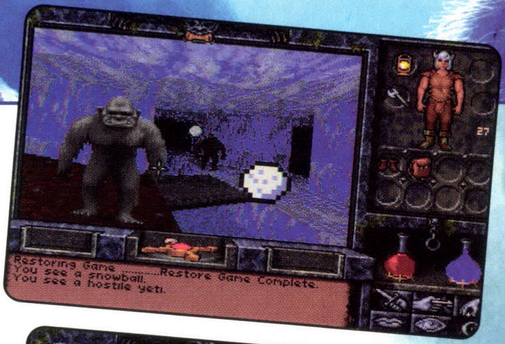


Ultima®
Underworld™
II
Labyrinth of Worlds™

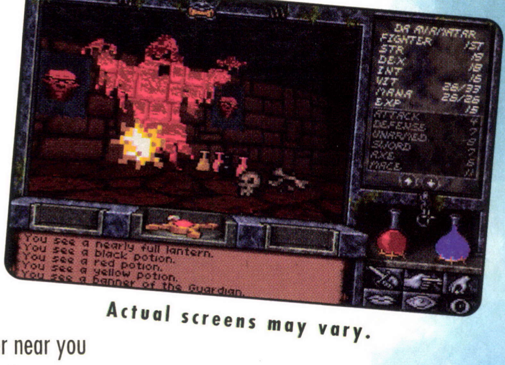
UNDERWORLD The Stygian Abyss™ was hailed as the first in a new generation of fantasy adventures. *UNDERWORLD II Labyrinth of Worlds* delivers a new, sharply realistic look. With smoother animation, more detailed creatures and a spacious view window, it's the most realistic gaming environment on a PC.

The world of *Underworld II* is more varied and engaging than ever before. We've added new terrain features (like shifting floors, water currents and thin ice), new spells (like *Shockwave* and *Portal*), new and nastier traps and puzzles, and new creatures (we'll let you discover these for yourself...)

Underworld II takes you beyond the traditional dungeon environment. Deep in the earth, the Guardian's magic has cracked the walls of reality, opening the way to eight new worlds beyond Britannia: a city buried in ice, a floating castle, an ancient tomb and more... From the halls of Lord British's castle, it's time to carry the battle forward and into the *LABYRINTH OF WORLDS...*



```
Restoring Game ..........Restore Game Complete.
You see a snowball.
You see a hostile yeti.
```



DA AVANATAR
FIGHTER 1ST
STR 15
DEX 18
INT 16
VIT 26/33
MANA 26/26
EXP 15
ATTACK
DEFENSE
UNARMED
SWORD
AXE
MACE

```
You see a nearly full lantern.
You see a black potion.
You see a red potion.
You see a yellow potion.
You see a banner of the Guardian.
```

Actual screens may vary.

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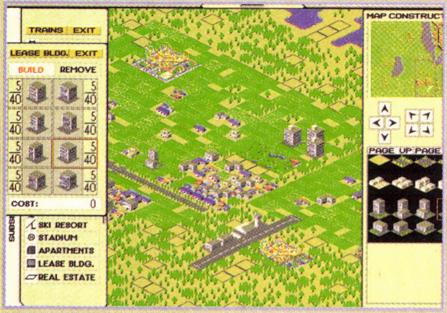
CIRCLE #101 ON READER SERVICE CARD.

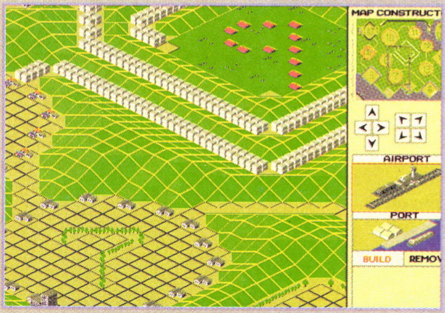
Accessories & Add-Ons

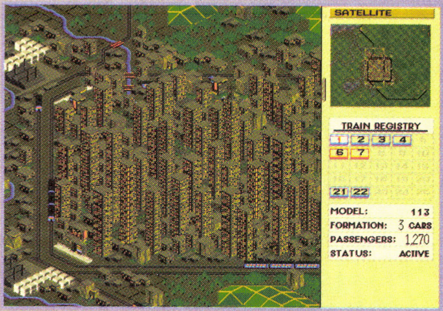
A-TRAIN CONSTRUCTION SET

by Maxis

Have the constraints of maintaining a balanced economy been interfering with the building of your dream railroad? Has your lack of funds been slowing down the expansion and growth of your metropolis? If so, what you need is the A-Train Construction Set. Using this new utility program for Maxis' railroad and urban growth simulation game, you have unlimited power to design and alter scenarios to simulate any level of challenge that you desire. Build tracks all over the map and run up to 27 trains on them, each with it's own schedule. You can construct booming subsidiary businesses and assign them to either yourself or the computer. You will have the unfettered ability to terraform the landscape as you desire. Create rivers, oceans, fields or forests. The power to move mountains is yours! The urban landscape can also be changed to your specifications with crowded skyscrapers or quiet rural communities. After you are through designing, you can try out your new scenarios to see how well they hold up to the test of play. Trade your favorite maps with friends and give the ones that they've made a try. The A-Train construction set will add hours of new enjoyment to the original game program.







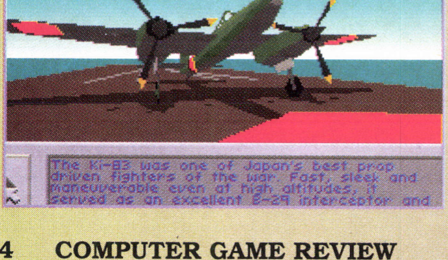
MODEL: 113
FORMATION: 3 CARS
PASSENGERS: 1270
STATUS: ACTIVE

TECH SPECS	
Developer:	Maxis
Formats:	PC , Macintosh, Amiga
Add'l Hard Drive Space:	.8 Meg
Retail Price:	$34.95
Requires:	A-Train

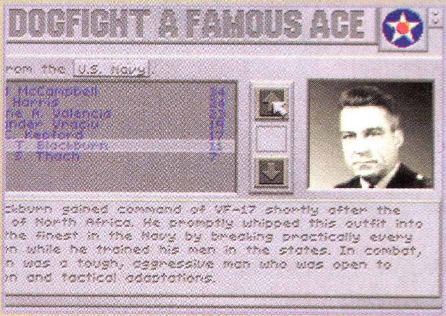
ACES OF THE PACIFIC WW II: 1946

by Dynamix

The end of World War II was the most devastating conclusion to an armed conflict that this planet has ever witnessed. The dropping of atomic bombs upon two major Japanese cities brought the Axis war machine grinding to a halt. But what if it had not happened that way? What would have been the outcome if the war had continued? With the aid of the new Aces of the Pacific supplemental by Dynamix, you are given a chance to take a glance at this alternate timeline and take part in it's ultimate solution.



The Ki-83 was one of Japan's best prop driven fighters of the war. Fast, sleek and maneuverable even at high altitudes, it served as an excellent B-29 interceptor and

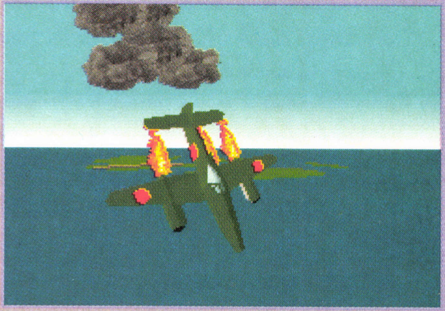


rom the U.S. Navy.

l McCampbell	34
Harris	24
ne A. Valencia	23
nder Vraciu	19
C. Kepford	17
T. Blackburn	11
S. Thach	7

ckburn gained command of VF-17 shortly after the of North Africa. He promptly whipped this outfit into the finest in the Navy by breaking practically every n while he trained his men in the states. In combat, n was a tough, aggressive man who was open to n and tactical adaptations.

Adding to the basic game, this add-on challenges the player with new situations and missions. You can start a new career, continue from the Aces of the Pacific campaign, or bring a pilot out of retirement to fly in this new arena. In the 1946 skies you will fly and encounter seven new aircraft, including the Grumman F7F Tigercat, the Lockheed P-80 Shooting Star and the Nakajima Kikka, as well as the Midway class aircraft carrier. New American aces are available to join you on your patrols or to challenge your air combat skill. The 1946 campaign will allow you to take on all-new fictional "historical" missions which can be flown individually or as a career. The annals of history await you to rewrite their pages and shape the new ending of World War II in the year 1946.



TECH SPECS	
Developer:	Dynamix
Formats:	PC and compatibles
Add'l Hard Drive Space:	.8 Meg
Retail Price:	$29.95
Requires:	Aces of the Pacific

Stack the odds in your favor — With a screen saver for high-powered PCs.

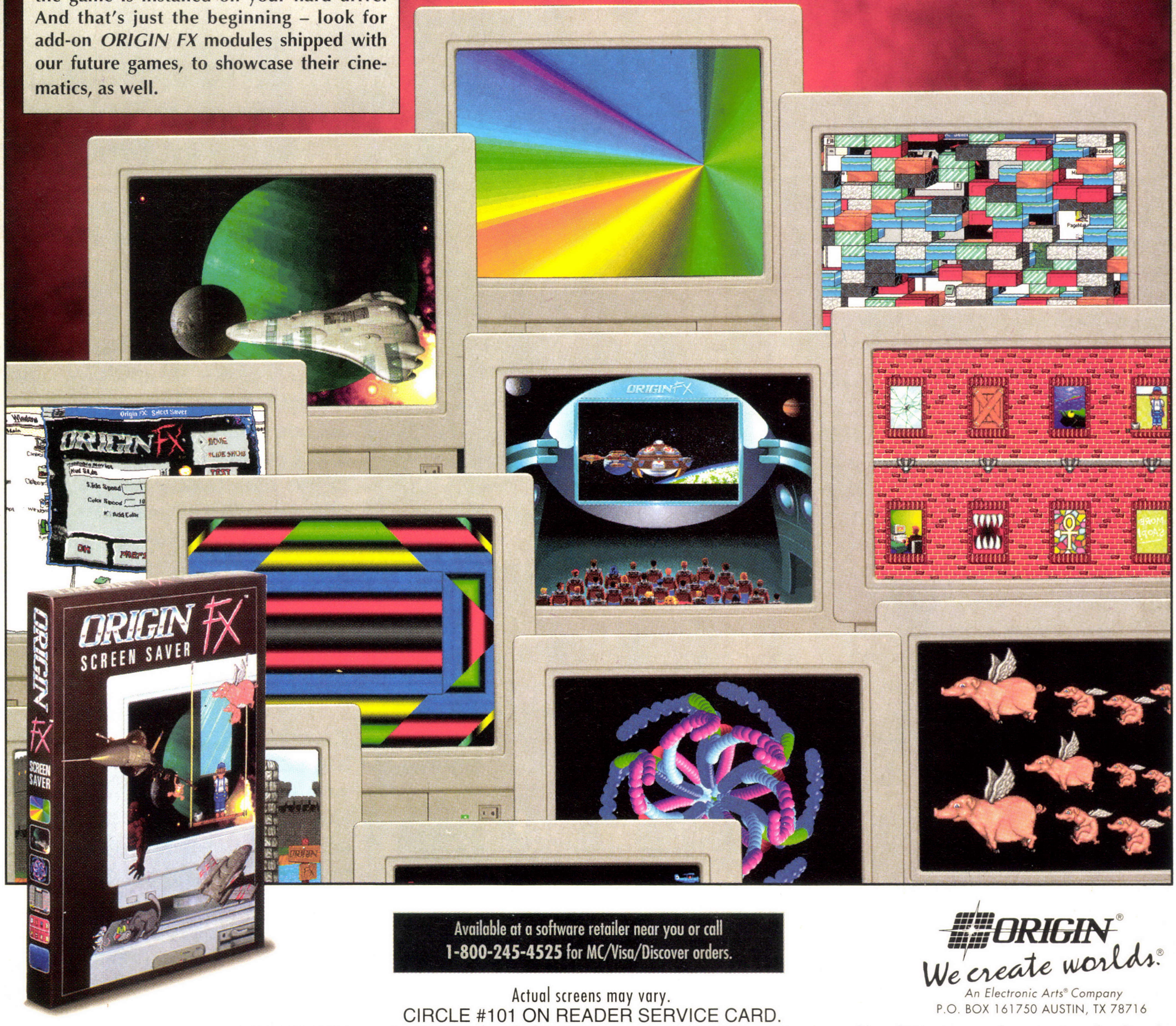
ORIGIN®
FX™
SCREEN SAVER

You purchased a high-end system for its blazing speed, added power and stunning graphics. So why settle for a screen saver that doesn't take full advantage of its capabilities?

ORIGIN FX is the next-generation screen saver, with 256-color, high-res graphics* running under Windows™. It's just what you'd expect from ORIGIN, the entertainment company that brings you the award-winning *Wing Commander* and *Ultima* series.

But whether you're a game player or not, you'll enjoy amazing animations, sensational sound**, and innovative images. *ORIGIN FX* is a great way to showcase your system, amuse yourself during breaks and discover what "state-of-the-art" means in a screen saver.

Special Bonus:
For owners of *Wing Commander II*, *ORIGIN FX* includes a module that plays all of WC II's cinematic sequences when the game is installed on your hard drive. And that's just the beginning – look for add-on *ORIGIN FX* modules shipped with our future games, to showcase their cinematics, as well.



Available at a software retailer near you or call
1-800-245-4525 for MC/Visa/Discover orders.

Actual screens may vary.

CIRCLE #101 ON READER SERVICE CARD.

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©1992 ORIGIN Systems, Inc. FX is a trademark of ORIGIN Systems, Inc. ORIGIN, Ultima, We create worlds and Wing Commander are registered trademarks of ORIGIN Systems, Inc. Electronic Arts is a registered trademark of Electronic Arts. Windows is a trademark of Microsoft Corp. * Requires that Windows be configured in 256-color mode with SVGA graphics. ** Ad Lib, Sound Blaster or Roland MT-32/LAPC-1 or 100% compatible required for music.

Accessories & Add-Ons

Sound Explosion

by Programmer's Warehouse

Tired of the boring, everyday operation of Windows? The Programmer's Warehouse introduces a utility program for the DOS Windows system. This program can add some zest and fun into even the dullest spreadsheet or word processing program. With the Sound Explosion, you can add the element of sound to your Windows program. You can play a variety of sound effects through either the PC speaker or the Sound Blaster sound board.

There are over 500 sound effects from many well known Hollywood movies of the last 25 years, including TRON, Stand by Me, The Doors and many others. These sounds include effects like toilets flushing, buzzers, cymbals and bodily noises.

With the sound viewer feature, you can test out all of the sounds before you actually assign them to any of your Windows functions.

The control panel lets you assign any of the various sounds to any of the applications currently in Windows. You can program the sounds to go off when you open or close any of your applications. The sounds can also be set to activate when a particular key is struck, such as the delete or enter keys.

If you need to be somewhere at a certain time, the Sound Explosion has a built-in alarm clock function which can be set to go off at five minute intervals up to an hour. Now you can be alerted of an important meeting by the sounds of explosions or laughter.

The sheer variety of sounds and noises available to you will keep the novelty fresh. If you get tired of one, it is quick and easy to switch to a new effect. Just sitting around and listening to the samples can keep friends and family entertained and occupied for some time. If you are ready to add a bit of liveliness and pizzazz to your Windows experience, look for Sound Explosion.

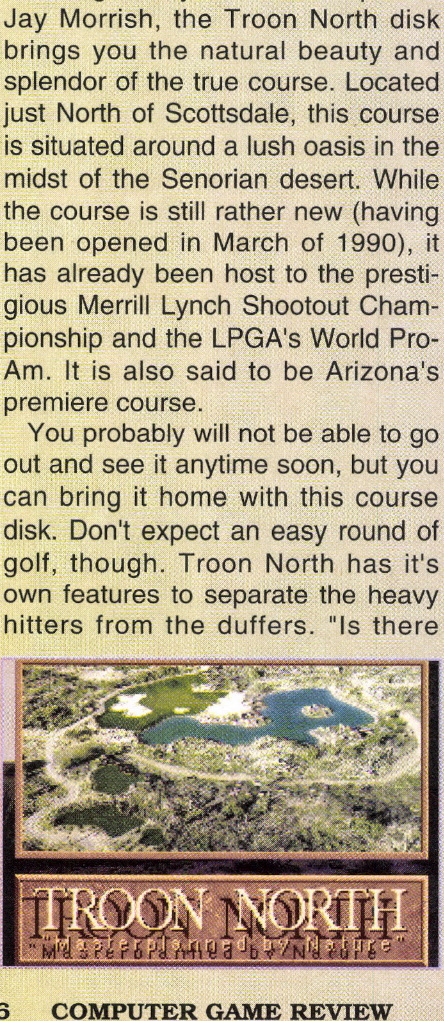
TECH SPECS	
Developer:	Programmer's Warehouse
Formats:	PC and compatibles
Add'l Hard Drive Space:	7.9 Meg
Retail Price:	$49.95
Requires:	A-Train

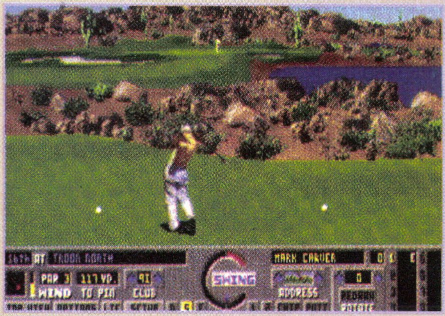
LINKS: Troon North

by Access

Designed by Tom Wieskopf and Jay Morrish, the Troon North disk brings you the natural beauty and splendor of the true course. Located just North of Scottsdale, this course is situated around a lush oasis in the midst of the Senorian desert. While the course is still rather new (having been opened in March of 1990), it has already been host to the prestigious Merrill Lynch Shootout Championship and the LPGA's World Pro-Am. It is also said to be Arizona's premiere course.

You probably will not be able to go out and see it anytime soon, but you can bring it home with this course disk. Don't expect an easy round of golf, though. Troon North has it's own features to separate the heavy hitters from the duffers. "Is there sand?" you may ask. You bet! After all, you are in the desert. "How about trees?" Actually, they are cacti; shorter and more prickly, but they serve the same purpose. There is even a beautiful stretch of water for you to sink your balls into.





The challenge of a new, exotic course coupled with the LINKS game engine promises hours of golfing enjoyment for fans of the sport. If you thought the desert only held sand, gila monsters and camels, the Troon North course will help to change that opinion.

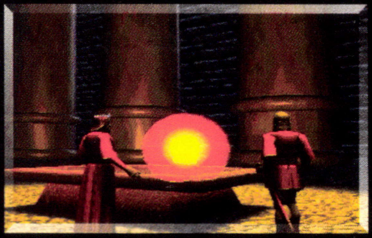
TECH SPECS	
Developer:	Access Software, Inc.
Formats:	PC and compatibles
Add'l Hard Drive Space:	1.5 Meg
Retail Price:	$24.95
Requires:	LINKS or LINKS 386

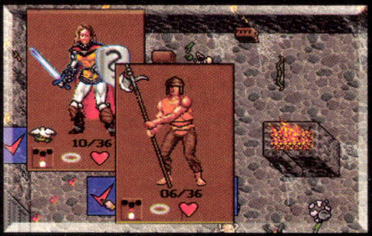
Additional Alterations

By now, Tetris is a household name in just about any home with a computer or game system. Spectrum Holobyte, the Tetris people, have released a new version. Tetris Classic has been produced in a Windows format. Beautifully colored backgrounds in Super VGA from the classic Russian fairy tale "Ruslan and Ludmilla" add a visual element to the now famous game. You can play by yourself, or with someone else in cooperative, competitive or dual-pit modes. A number other options like the soft-drop feature and the pit-height selector give you greater control over the level of difficulty at which you play.

The thrills of XF5700 Mantis Experimental Fighter by Microprose are about to become even greater with the new Speech Pack. Sound Blaster compatible, this package contains over 2 megabytes of digitized speech and sound. Now, you can experience the added sensation of hearing your superior officers bark their orders at you in the heat of battle, foes curse your name, and friends congratulate your success.

Ultima® VII
PART TWO
DENIS
SERPENT ISLE™





SERPENT ISLE FEATURES:

- An original story line continuing the *Ultima VII* adventure, but no previous *Ultima* experience is necessary. *Serpent Isle* is a stand alone game.
- An unexplored region of Britannia with new terrain features — you'll even trudge through ice and snow.
- "Paper-doll" system that lets you select clothing, armor and weapons from a detailed, full-length view.
- Large, close-up portraits of every character you meet – in 256-color VGA/MCGA graphics.
- Digitized speech, enhanced sound effects and a dynamic musical score (with supported sound boards).
- Available for 386SX, 386, 486 or 100% compatible systems.

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CIRCLE #101 ON READER SERVICE CARD.

Child Support

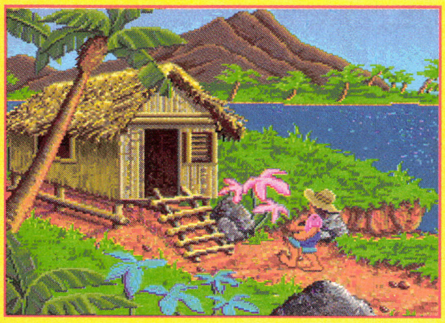
Treasure Cove

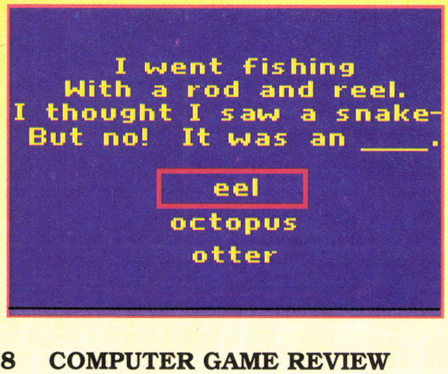
Treasure Cove

by The Learning Company

Now your kids can explore the depths of the ocean while learning and having fun. The Learning Company introduces Treasure Cove.

There is marine mayhem in Treasure Cove! The master of mischief had destroyed the Rainbow Bridge, leaving its shining jewels hidden at the bottom of the ocean, and the goobies are polluting the sea! Your kids will be able to find gems, rebuild the Rainbow Bridge, and capture the goobies with the bubble pump. They will meet a variety of sea creatures and learn about their ocean world. Use science, reading, thinking and math skills to answer the sea stars' riddles about the sea while completing the tasks needed to fix the bridge. Below is a typical riddle in Treasure Cove. There are over 300 extensively tested problem-solving questions and a variety of undersea environments featuring both realistic and fanciful sea creatures. Treasure Cove will become more challenging as the player's performance improves.

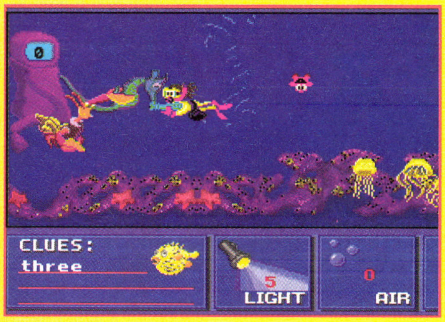


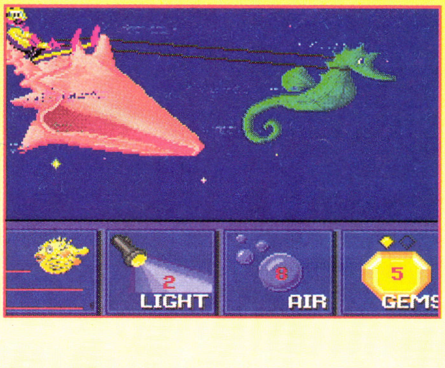


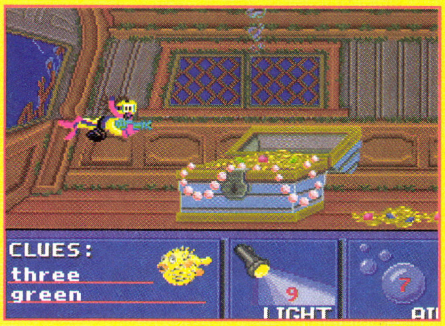
I went fishing
With a rod and reel.
I thought I saw a snake-
But no! It was an ____.

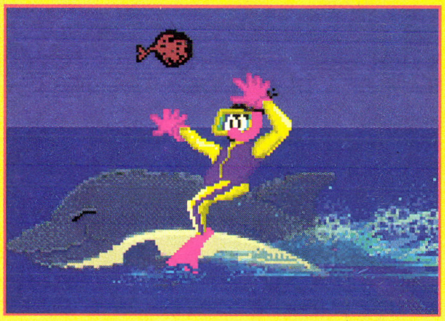
eel
octopus
otter

While underwater, your child's tools will include a bubble pump, which is used to trap goobies, and special sea shells that will give them clues. A flashlight is also in the arsenal. Your child can use the flashlight to search the bottom of the ocean floor for clues to solve the riddle, but there is a limited number of light beams that can be used. If the bubble pump runs out of air, your child will have to use math skills to get more oxygen. Your kids can also find more light. Treasure Cove comes with a two page section about the different animals that live under the sea, including an informative sketch and a detailed description of each animal.





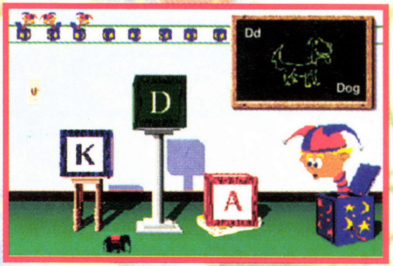




TECH SPECS	
Developer:	The Learning Company
Formats:	PC / compatibles
Graphics:	VGA, MCGA, EGA, TGA
Sound:	Sound Blaster / compatibles
Ages:	5-9
Available:	Now
Retail Price:	$59.95

Your child will have fun *and* learn with these games… …And we *guarantee* it!

Sierra Discovery Series™
MATH & SCIENCE
AGES 12 AND UP
The Island of Dr. Brain™
Sierra Discovery Series™
PRE-READING SKILLS
AGES 3 AND UP
ALPHABET BLOCKS™
We Talk!
SIERRA DISCOVERY SERIES MONEY-BACK GUARANTEE



A jolly jack-in-the-box and a cheerful chimp teach your child how to use the alphabet in Alphabet Blocks.

American History needs help from your child in Twisty History, *a fun adventure that unfolds in colonial America.*

EXIT
?
C
Cb
Ca
Ag
Cr
Cl
Al
Br

Kids encounter math, science, language, and logic puzzles when they land on The Island of Dr. Brain.

Two helpful and adorable aliens help your child learn all about the physical sciences in Turbo Science.

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Introducing the Sierra Discovery Series, a voyage into fantastic, fun-filled worlds of learning. From the most respected name in computer gaming comes nine exciting titles, each designed (and guaranteed) to provide hours of educational entertainment in the distinctive Sierra style.

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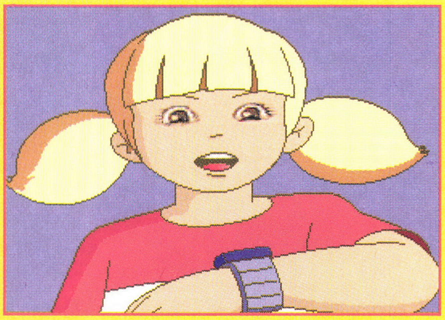
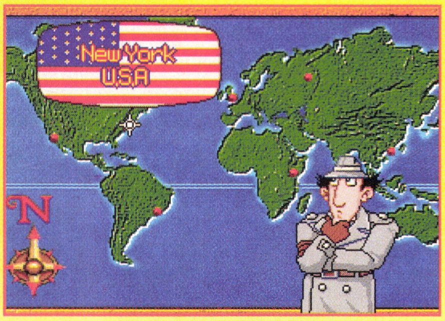
Inspector Gadget

by Azeroth

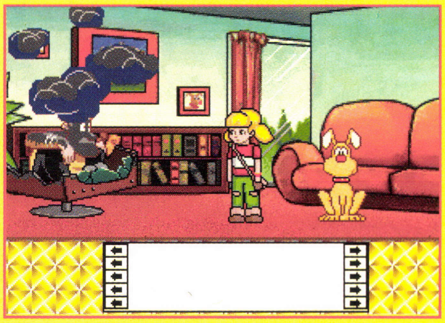
Every kid knows that familiar Inspector Gadget theme song, and now they can share his experiences with this new title by Azeroth. The fiendish Dr. Claw and his M.A.D. minions are out to turn the Earth into a toxic waste dump, and there's only one man who can stop him. That man is Inspector Gadget, the bionic super-sleuth. However, Gadget needs help!

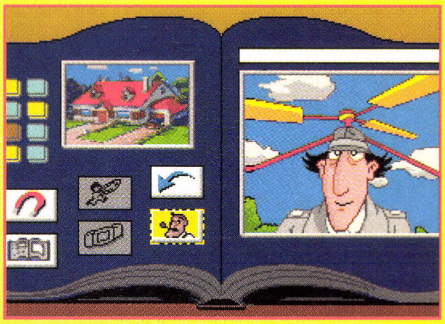


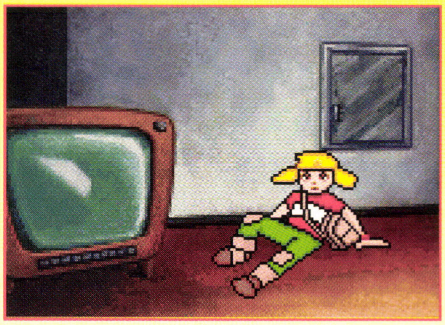
M.A.D. has abducted six members of a special United Nations Council on the Environment and has secretly replaced them with robot delegates programmed to carry out acts of ecological terrorism. Now, the delegates have wandered off with the inspector's tools and Gadget, unarmed, has set off in hot pursuit. The pressure is on to round up the delegates and expose Dr. Claw's evil plot before it's too late.



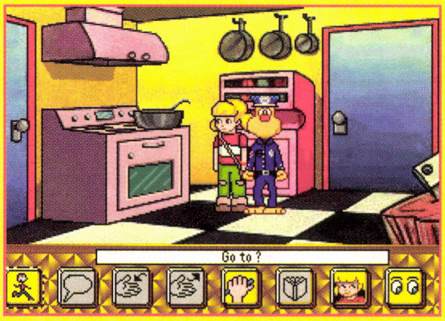
With Penny and Brain's help your child must decipher the clues to track down Gadget and the United Nation's delegates and put a stop to M.A.D.'s plans. Just when the case seems wrapped up, Chief Quimby appears and it becomes clear that Dr. Claw has a few more tricks up his sleeve! Throughout the quest, your child will be able to ask questions, search for clues and play as Penny or Brain. Your child must use Penny's watch to control which character to use. The watch also controls other functions, including on-line help. Inspector Gadget uses an easy point-and-click system; this game can be used with the keyboard, but a mouse is recommended. Your kids can also do research by clicking on the research book icon. When this is chosen, a list of topics will appear. If your child wishes more information on a particular subject, he or she simply has to point to the desired word and click the button. Your child has several areas to explore. After leaving the house, a city map will appear. If a location is available, a text box will appear and will describe the destination; just click the mouse button and the adventure will continue to the selected point.







INSPECTOR GADGET
© DIC Animation City, Inc.
AZEROTH



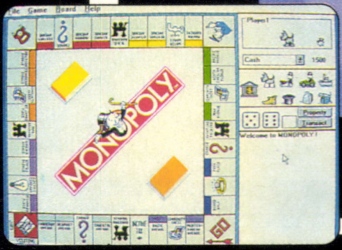
Inspector Gadget uses 256 color VGA graphics and supports many sound boards. There is also voice in this program, including Gadget's favorite sayings. The PC speaker allows the voice to be heard, but a sound card greatly enhances the effect. Whether your kids are new to computers or old pros, this will be a very entertaining package. They will learn about the importance of a clean environment while having fun!

TECH SPECS

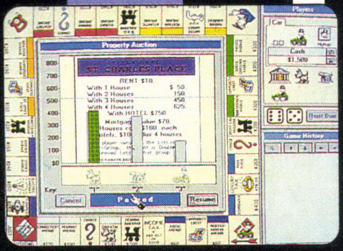
Developer:	Azeroth
Formats:	PC and compatibles
Graphics:	VGA graphics
Sound:	Adlib, Sound blaster
Ages:	Any
Available:	Now
Retail Price:	$59.95

Trade Up!

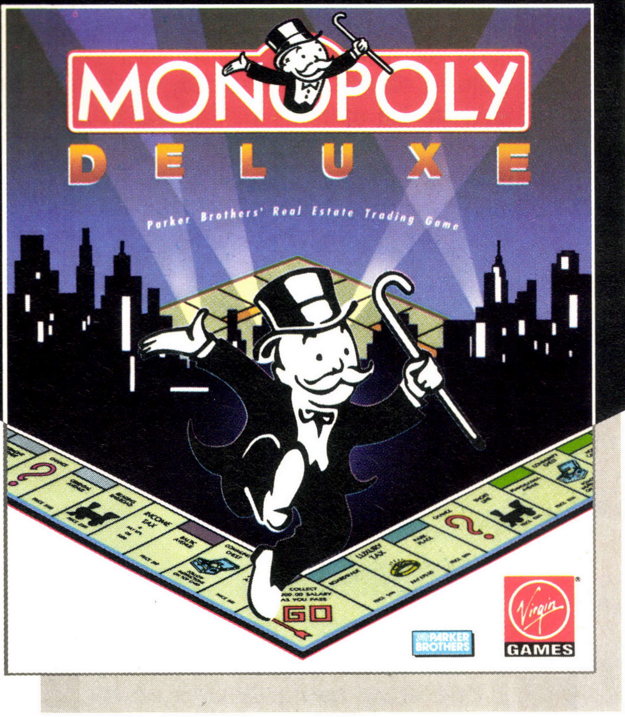
The Game You Grew Up With Has Grown Up Too!

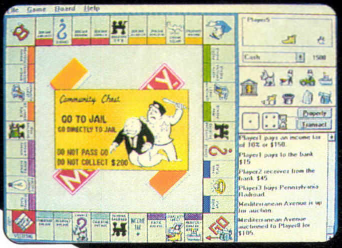


WINDOWS ™ version

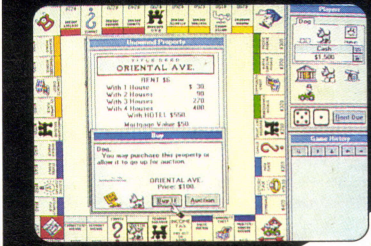

Property Auction
ST. CHARLES PLACE

IBM PC version


MONOPOLY
DELUXE
Parker Brothers' Real Estate Trading Game
PARKER BROTHERS
Virgin
GAMES


Community Chest
GO TO JAIL
GO DIRECTLY TO JAIL
DO NOT PASS GO
DO NOT COLLECT $200

WINDOWS ™ version


ORIENTAL AVE.

IBM PC version

It's more mercenary than your lawyer, shrewder than your accountant, greedier than the IRS and tougher than your granny. Get ready for the most challenging game of Monopoly® you've ever played with MONOPOLY® DELUXE.

Combining 90's technical know-how with plenty of good old-fashioned fun, the best-selling boardgame of all time is back and better than ever with completely revamped levels of difficulty and greatly enhanced graphics for your computer! You'll get more deluxe for your bucks with dazzling animation of all ten official tokens, easy-as-pie interface, a game activity log that keeps track of all previous moves and the ability to play by traditional or custom-designed rules.

Enjoy the thrill and excitement of wheeling and dealing as you amass, or reluctantly part with, great fortunes buying and selling railroads, utilities and properties of all types. This game's a must for the library of any TRUE gamer or future real estate tycoon!

PARKER BROTHERS

WINDOWS ™ version features all of the DELUXE features listed above plus the added bonus of easier-to-use point-and-click interface.

MONOPOLY® DELUXE with the ultimate easy-to-use point-and-click interface will be available this fall in PC and WINDOWS ™ versions.

For more information, pricing and orders, please call 800-VRG-IN07. VISA, MASTERCARD, AMERICAN EXPRESS and checks accepted.

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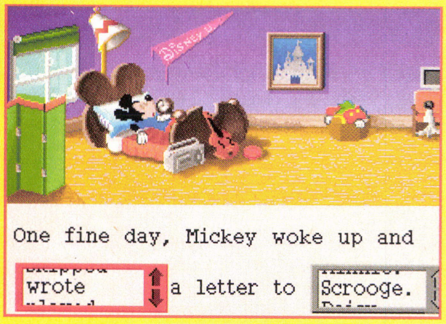
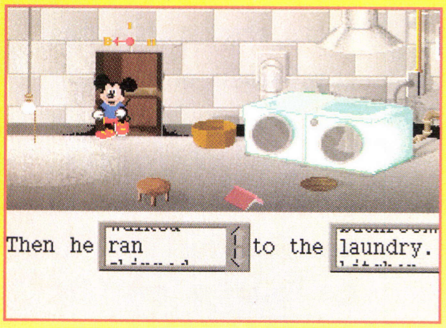
Follow The Reader

by Disney

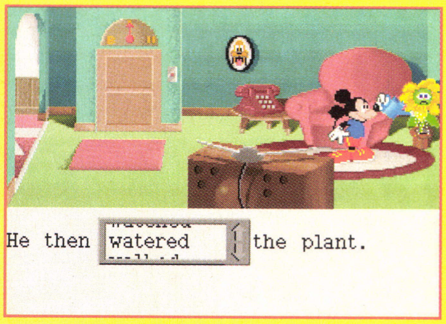
Mickey and his friends return in this delightful sequel to Mickey's ABC's, and they are headed to the beach for some fun and surfing! This talking computer adventure helps youngsters develop and sharpen reading skills as they create stories, read them and even print them out!

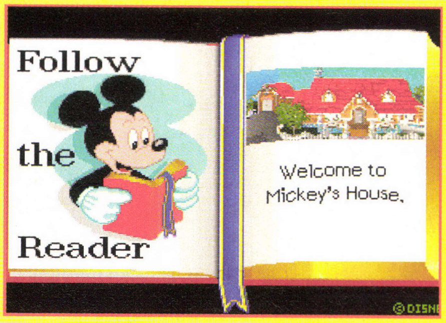

One fine day, Mickey woke up and
wrote a letter to Scrooge.

In Mickey's world, it's a day full of surprises and learning from sunrise to nightfall. Your children's confidence will soar as they explore the process of reading at their own pace. And like all good learning experiences, this program is designed to be supportive; there are no wrong answers.


Then he ran to the laundry.

Throughout Follow The Reader, your child can create and replay animated stories featuring Mickey, Minnie and their friends in ten different locations. Users with a sound card will hear spoken on-line help with a simple keystroke. There is also a special Parent and Teacher Activity Guide. This program can enrich and expand your child's vocabulary. The story begins in Mickey's bedroom. After he wakes up, it is up to your child to decide what Mickey will do next. A list of items will appear in a box. Your child simply uses the mouse to scroll up or down, and chooses the word he or she wishes. Then, by clicking the right mouse button, your child will see Mickey accomplish the requested action.

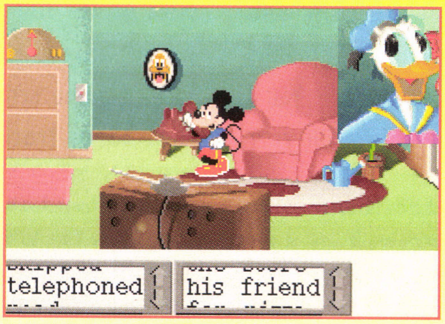

He then watered the plant.


Follow the Reader

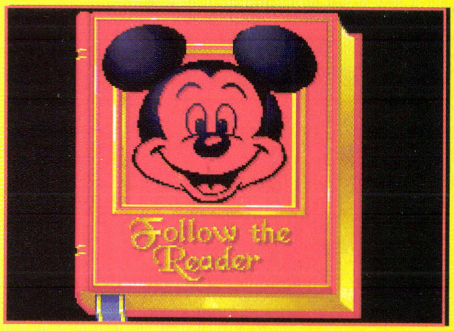
Welcome to Mickey's House.

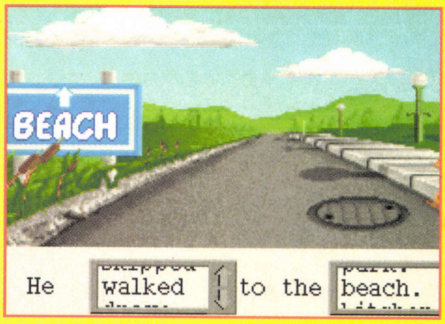
The story being viewed on the screen will also be articulated with speech. Your children will have the chance to meet several of Mickey's friends, including Donald Duck, Minnie Mouse, Pluto, Goofy and others. Their voices are also heard! Your child can wake Mickey and tell him to go to the bathroom and comb his hair or brush his teeth. Then, instruct him to run, skip or walk to the living room. Mickey can use the phone to call some of his friends, or call a store and order a vacuum cleaner, a kite and other items. From here, Mickey can go into the kitchen and make a sandwich, wash the floor or exit to the garage. When he enters the garage, he can build a model, feed Pluto, or take the newly purchased kite and go to the beach.

Whatever your child decides, he or she will have fun playing this game and learning good reading skills at the same time. Disney's famous characters make this learning experience easy and fun!


telephoned his friend

In Follow The Reader, your kids can telephone Mickey's friends. Hi, Donald!



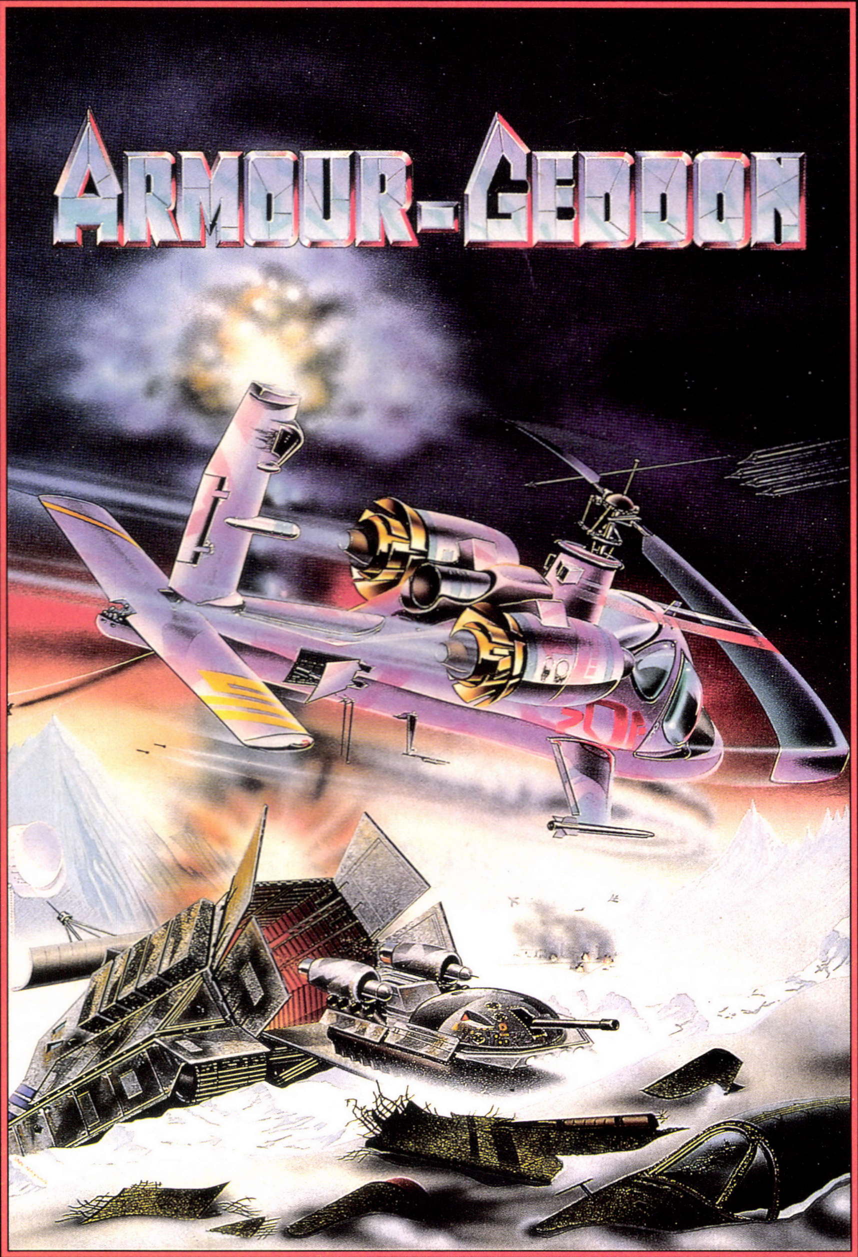


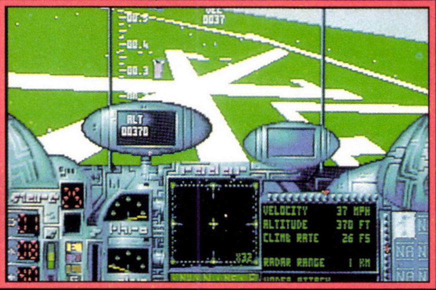
He walked to the beach.

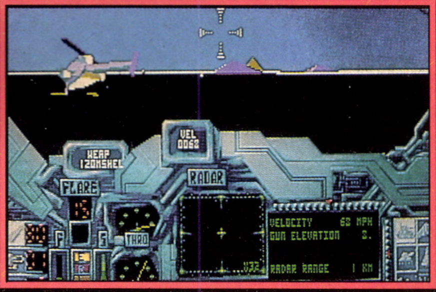
Take a walk to the beach with Mickey and Pluto. Follow the signs for a fun time!

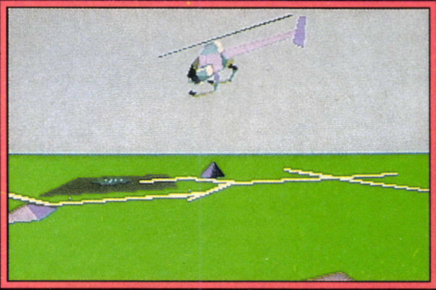
TECH SPECS

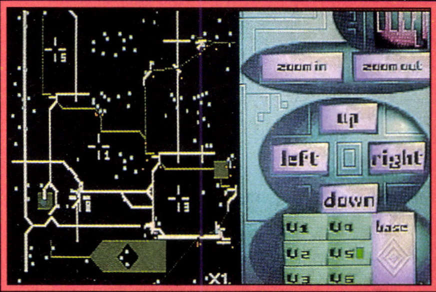
Developer:	Disney
Formats:	PC / compatibles
Graphics:	VGA, EGA
Sound:	Disney Sound Source, Sound Blaster
Ages:	5-8
Available:	Now
Retail Price:	$49.95


ARMOUR-GEDDON


ALT
00370
VELOCITY 37 MPH
ALTITUDE 370 FT
CLIMB RATE 26 FS
RADAR RANGE 1 KM


VEL
0062
FLARE
RADAR
THRO
VELOCITY 60 MPH
GUN ELEVATION 0.
RADAR RANGE 1 KM




zoom in
zoom out
up
left
right
down
U1
U4
base
U2
U5
U3
U6
X1.

ARMOUR-GEDDON

The Balkan War of 1997 devastated the earth . . .

Decades later, two conflicting factions survive: The hostile and combative surface dwellers, and the subterranean society of the Earth Defense Network (EDEN). As a warrior member of EDEN's High Command, it's your sworn duty to defend your civilization from the marauding surface dwellers and destroy their deadly laser beam cannon before it annihilates your people.

Armour-Geddon puts you in the front line! Plan the attack and leap into combat, battling the enemy from the cockpit of six different high-tech vehicles. Striking from the air in your stealth fighter, bomber or helicopter you eradicate the enemy's power grid. Decimating enemy installations, you retrieve their advanced weapons systems in your fleet of surface attack vehicles. Assembling the captured technology, you develop the only weapon on earth powerful enough to crush the enemy's aggression: the Neutron Bomb.

Armour-Geddon takes realism a step further with high speed computer graphics, heads-up cockpit displays, full soundboard support and the sophisticated head to head serial link option that permits two EDEN warriors to simultaneously coordinate their attack.

Any closer to the action and you'd need body armor!

Psygnosis, 29 Saint Mary's Court, Brookline, MA 02146 Tel: 617-731-3553

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and protect the people
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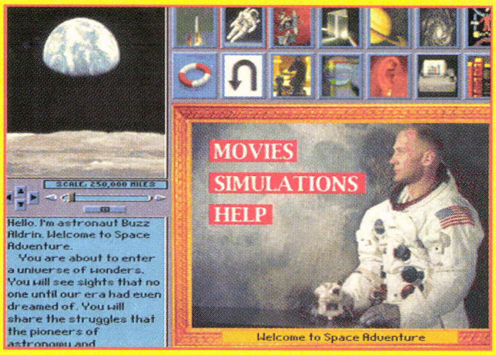
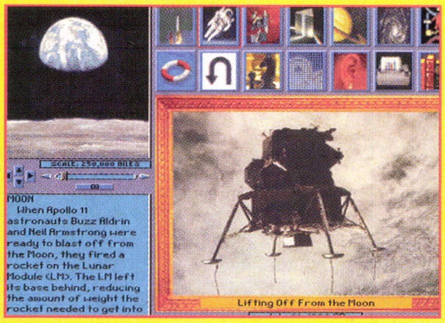
Space Adventure

by Knowledge Adventure Inc.

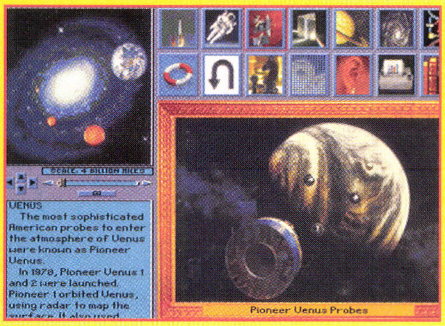


Hello. I'm astronaut Buzz Aldrin. Welcome to Space Adventure.
You are about to enter a universe of wonders. You will see sights that no one until our era had even dreamed of. You will share the struggles that the pioneers of

You are the navigator, and Space Adventure is like a vast encyclopedic playground. There are hundreds of pages of pictures, text and stories that are all linked and searchable for powerful reference. You and your children can track a fascinating subject just by clicking on the object on the screen. Maybe rockets are your child's thing. Read how the early Chinese are thought to have invented them. Click and meet Robert Goddard, American rocket pioneer. Click and see V2 rockets, terrors of World War II.



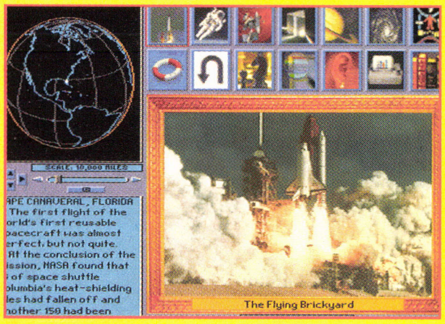
MOON
When Apollo 11 astronauts Buzz Aldrin and Neil Armstrong were ready to blast off from the Moon, they fired a rocket on the Lunar Module (LM). The LM left its base behind, reducing the amount of weight the rocket needed to get into



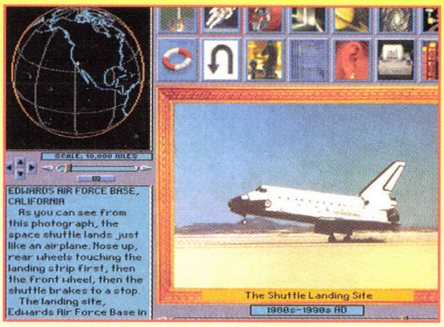
VENUS
The most sophisticated American probes to enter the atmosphere of Venus were known as Pioneer Venus.
In 1978, Pioneer Venus 1 and 2 were launched. Pioneer 1 orbited Venus, using radar to map the

Your kids will be able to relive the astronauts' walks in space. Then, with a click of the mouse, learn more about the powerful vehicles that took us to the Moon and beyond. Whether you and your child are into asteroids, stars, or the solar system, if it's about space it is here for you to explore with the click of a button.

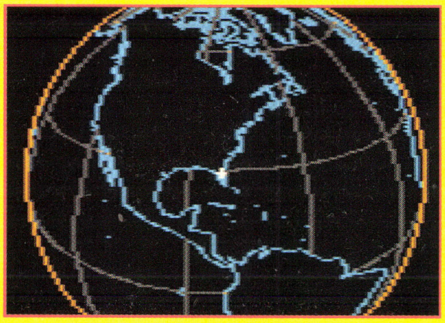
Your child can learn history! Have your kids seen President John F. Kennedy call for America to conquer space? Well, it is in this package with full motion video and sound. How do Earth's continental plates interact? Your child will be able to create a fantastic simulation of their movement with a simple click of the mouse button. Your kids may ask such questions as "What is the significance of Stonehenge? How will humans live in space colonies? What does it take to become an astronaut, and do you apply for the job? How were rockets used in the War of 1812? How and why does an eclipse happen?" Space Adventure covers rockets, human exploration, the science of space, our solar system and much more, including science fiction and the search for extraterrestrial intelligence. It even includes a quiz you and your kids can activate from the on-screen buttons so you can match your space knowledge against others. It is all here just waiting for you and your kids to explore.



APE CANAVERAL, FLORIDA
The first flight of the orld's first reusable pacecraft was almost erfect, but not quite.
At the conclusion of the ission, NASA found that of space shuttle olumbia's heat-shielding les had fallen off and nother 150 had been



EDWARDS AIR FORCE BASE, CALIFORNIA
As you can see from this photograph, the space shuttle lands just like an airplane. Nose up, rear wheels touching the landing strip first, then the front wheel, then the shuttle brakes to a stop.
The landing site, Edwards Air Force Base in



Space Adventure supports 256 color VGA graphics, and a variety of sound boards. They can also get on-line help at any time during the game. A complete index is also available so they can point out something that interests them and go there immediately. This is, without a doubt, one of the best ways to learn about space. Whether your kids know a lot or a little about space, they will learn more than they knew before! The full-motion video included in Space Adventure is fluid without the need for a CD-ROM drive.

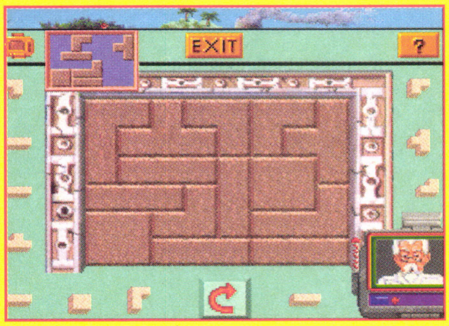
TECH SPECS	
Developer:	Knowledge Adventure
Formats:	PC / compatibles
Graphics:	VGA
Sound:	Major sound boards
Ages:	5 and up
Available:	Now
Retail Price:	$79.95

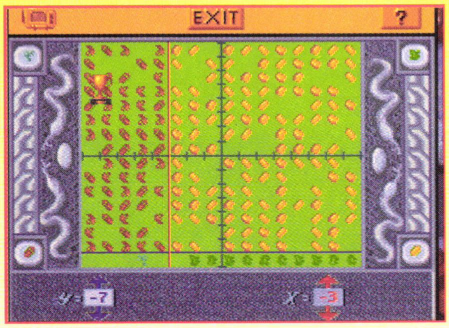
Island of Dr. Brain

by Sierra

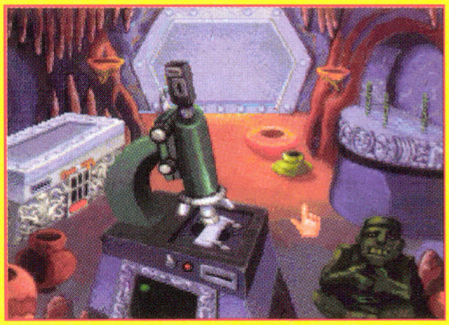
The Island of Dr. Brain

Welcome to the Island of Dr. Brain, the sequel to the popular Castle of Dr. Brain. On the island, the whimsical landscape is filled with visual puns and a gauntlet of peculiar puzzles to challenge your kid's minds. Their task is to bring back a special battery–a vital piece to one of Dr. Brain's bizarre projects. To get it, your child must think his way past such entertaining obstacles as a flashing flamingo puzzle, a hidden picture garden, and a temperamental volcano that is about to blow its top. Your kid's mission becomes a race against time as the Island of Dr. Brain tests his problem-solving skills and knowledge of math, language, chemistry, art history, physics, logic, mechanics, music, genetics, literature, navigation, and more. Succeed in the quest, and your kids will learn the fantastic secret of the Island of Dr. Brain. Goof up, and they can try again. The puzzles change each time the game is played! Sierra guarantees that your child will learn something on this magical island!

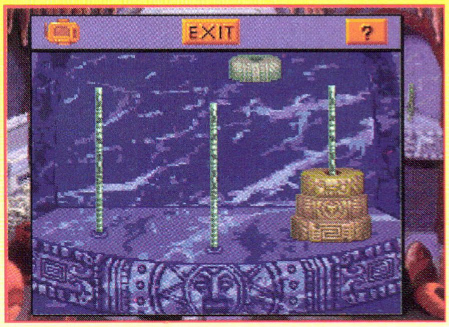


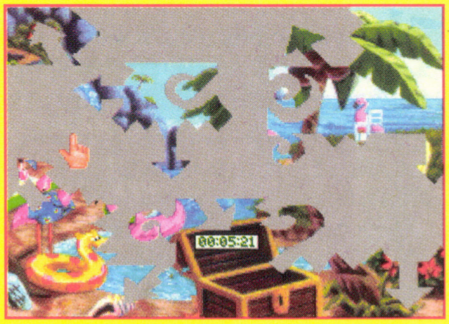


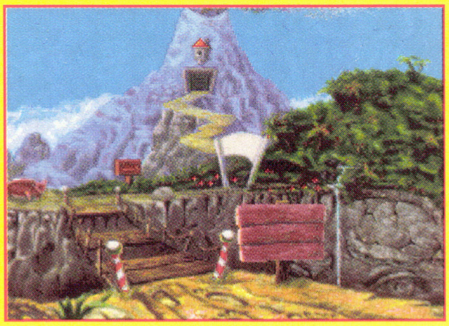
The Island of Dr. Brain supports the mouse, joystick, and keyboard. There is no need for typing, if your child doesn't wish to. One of the best parts of the game is the ability to save an unfinished game. The Island of Dr. Brain comes with a 104 page manual that is structured like a school textbook. It comes complete with examples of problems, a very large list of commonly misspelled words, and explanations of why they are misspelled. There is even a crossword puzzle, and maps exist throughout the manual. Remember that dreaded periodic table of the elements? Well it is in there, also.



Take a look at the picture below. In this puzzle, all of the shapes will start out on the very left; it is your child's job to get them to the right-most pole in order from the biggest to the smallest. This is an easy one, but there are three different levels in the Island of Dr. Brain. In the case of the puzzle below, it is sort of a break from some of the harder ones. This is a jigsaw puzzle, complete with animation! Your children will race against the clock, competing for the best time. Your kids can also play any of these games again and again. The Island of Dr. Brain supports many sound boards, and if you have a SoundBlaster, your kids will hear Dr. Brain congratulate them on a job well done. Face the puzzles on this magical island!







TECH SPECS	
Developer:	Sierra
Formats:	PC / compatibles
Graphics:	VGA, EGA
Sound:	Most sound boards
Ages:	12 and up
Available:	Now
Retail Price:	$49.95

COMPUTER CONFIDENTIAL

WITH ARNIE KATZ

THE BLACK BOX BATTLE

(When company presidents need analysis of hot trends and future possibilities, one of the names on speed dial is "Arnie Katz." Writer, lecturer, designer, consultant and now editor of ***Electronic Games,*** *Arnie gives readers of* ***Computer Game Review and CD-ROM Entertainment*** *an insider's look at the world of electronic gaming. This month, Arnie hobnobbed with industry biggies at Comdex in Las Vegas and comes back with a big gaming story.)*

Hardware wars are an electronic gaming tradition. In the late 1970s, it was Atari 2600 against the Odyssey2. A few years later, the Commodore 64 squared off against the Atari 400/800/1200. More recent is the tug-of-war between Nintendo and Sega for the hearts of U.S. video gamers.

Talking to people at Comdex (held in Las Vegas, NV in mid-November), convinced me that battle lines are forming for an epic confrontation. The armies are gathering. The soldiers in this war don't wear three-piece suits, nor military uniforms. Instead of insignias of rank and decorations for valor, they sport tee-shirts, buttons, and logo caps. Don't think that because they don't carry assault rifles and hand grenades that this is not a corporate struggle to the death.

The combatants: 3DO and VIS. At issue is nothing less than the potential multi-billion-dollar market for an interactive "black box" electronic device that outputs through the family television set.

The idea of an interactive entertainment appliance isn't new, of course. Commodore's CDTV and TTI's TurboGrafx CD (and Duo) have been in the market awhile and Philips' CDI is now available nationally, too. None have scored with the public, and one or more may not survive 1993.

If the actual appliance units have left something to be desired, no one faults the concept. Most industry executives believe that the only way to get interactive electronics to the mass market is to short-circuit the public's computerphobia. Black box systems are ultra-simple to use and are free of the complexities of operating systems and other daunting computing activities. "Plug and Play" has worked wonderfully for video gaming, and many industry experts believe it will work even better for high-end multimedia.

Leaders of both 3DO and VIS spent many hours at Comdex lining up third-party support and wooing manufacturers in preparation for the sales struggle. Just about every big-name game company now has ties to one or both of these machines.

The opponents are well-balanced with strengths and weaknesses. VIS benefits from Tandy's tremendous retail distribution system and its early roll-out. As many as 10,000 stores may carry VIS, and partisans of the system feel that this will help rapidly build an audience for software. Zenith's commitment to manufacture VIS-compatible gear impresses everyone. If other hardware companies follow suit, VIS could be well on its way to dominance before the first 3DO slides out of a carton.

Companies that have already inked development deals rave about VIS' capabilities. Most often mentioned is full-motion video.

Many software developers emphasize 3DO's Electronic Arts connection. They feel that EA's influence will result in a machine that is conducive to electronic gaming. If the axiom that "software sells the hardware" holds true for multimedia appliances, they reason, no company is more likely to create that software than Electronic Arts. Another 3DO strength may be the open licensing of its technology, but only if the hoped-for array of companies sign up to make compatible equipment.

The bold plan to make 3DO part of a new, industry-wide compact disc standard for movies as well as interactive products appeals to many. They envision it as the equivalent of VHS in the video cassette field.

No project is flawless, and these two aren't exceptions. VIS skeptics wonder whether Tandy has the savvy to introduce such radical technology and also speculate on the company's ability to put together the kind of software library that will open consumers' wallets. Some also question the value of being first into the market when there isn't a lot of software yet.

The knocks against 3DO start with its relatively high price and modular construction. Will consumers buy the add-ons that raise 3DO to peak performance? There's no way to answer that one until the public has the chance to cast its vote at the cash register.

Yet we should also remember that in war, innocents sometimes take the worst casualties. There will be tremendous hype and lots of high-flown promises. **CGR** will be here to separate the bullion from the bull.

— Arnie Katz

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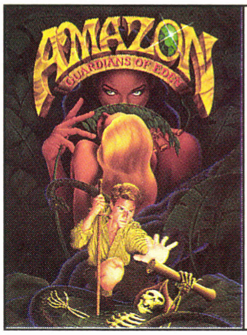

'AMAZON' recaptures the fun of the 1950's drive-in movies. Travel to unexplored regions of the Amazon, fight 10 foot ants, and find emeralds stolen by Cortez. Amazing cinematic effects such as multiple camera angles, flashbacks, zooms, pans, & fades. Features full digitized voices & sound effects. **$39**

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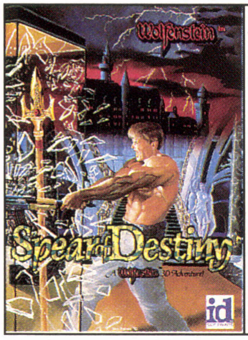

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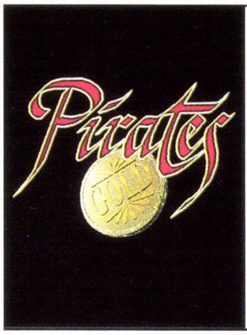

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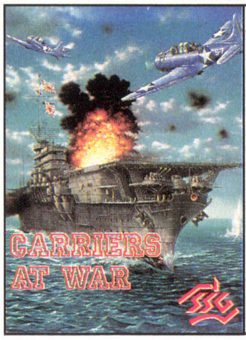

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CIRCLE #134 ON READER SERVICE CARD.

FANDOM CENTRAL

Welcome to the first installment of a new regular column. Each month, I'll review the latest electronic gaming fanzines, transmit any relevant news, and offer some general observations about this fast-growing network of enthusiasts.

The difference between a red hot gamer and a gaming fan isn't always clear cut, but there's one basic yardstick: the fan carries his or her interest beyond playing the games or even discussing them with friends and relatives. Fans want to broadcast their own opinions and share their insights with like-minded people around the country and the world.

If you like discussing games with knowledgeable people, you may want to read, or even publish, fanzines. The easiest way to start is to send for one or more of the fanzines I review in "Fandom Central." Future issues of the ones you enjoy are obtainable for a small fee, in trade for your fanzine, or in exchange for a letter of comment.

A warning: fanzines aren't slick, four-color publications with giant staffs of writers and editors. They are a hobby activity, produced to foster communication rather than financial gain. They make up for in enthusiasm and personality what they lack in polish.

That's all it takes to make contact. Now let's look at a few of this month's most interesting fanzines!

Paradox #4
Edited by Chris Johnston, Jason Whitman, Tim Johnson, and Justin Schuh, 316 E. 11th Ave., Naperville, IL 60563-2708
Monthly, $6.00 for six issues, 22 pages.

The teenaged editors of this fanzine have done a remarkable job of building **Paradox** to such a high level of quality in only four issues. This well-produced 'zine contains a variety of articles about all forms of gaming and fandom itself. Although some staffers succumb to the lure of wallowing in descriptions of how hard it is to do, most pieces in **Paradox** express intelligent, mature opinions about computer, video, portable, and multimedia games.

Reviews, an article on VIS, an explanation of the SNES' Mode 7, a gaming quiz and a CES preview are among the highlights in #4. A lengthy letter section, numerous opinion columns, an introduction to fandom and reviews of current fanzines are also worthy of note.

Paradox, like every fanzine, has room for further improvement. Tighter copy editing would use space more efficiently, and it would be nice to see more illustrations to break up those tightly packed columns of text. I'm willing to bet that this crew won't rest on its laurels, and it won't be long before **Paradox** is competing for honors as the leading current fanzine. It's already a first-rate publication and is strongly recommended.

Zapp! #6
Edited by Scott Weller, 136 Ten Rod Rd., Exeter, RI 02922.
Frequent, $1.25 per issue, 16 pages.

This extremely attractive fanzine's substantial video game coverage should not dissuade computer and multimedia gamers from putting it on their shopping list. There's plenty of material about floppies and CD, and the video game material included here will interest anyone who loves electronic games.

Typical of the intelligent coverage is "Guerilla Video Gaming" by Craig Engler. It deals with the subject of cartridge copies and the consequences of their use. Let's hope the readers respond to Craig's challenging piece with lots of comments in the next letter column.

Scott's "Editor's Rage" editorial provides a well-written glimpse into his person life. It recounts the record-setting storm that, as one of its by-products, zapped his hard drive and files. Personality pieces add to a fanzine, and "Editor's Rage" puts Scott's personality on his publication. Perhaps future issues will skip the full-page subscription ad in favor of more of its editor's essays.

Digital Press #8
Edited by Joe Santulli, 44 Hunter Pl., Pompton Lakes, NJ 07442-2037
Bimonthly, $1.25 per issue, 22 pages

This is one of those fanzines that proves the validity of amateur publishing. Joe Santulli has become one of fandom's best-known publishers on the strength of this very well-conceived and executed publication.

Digital Press has almost no overt computer content, but most of the material is generally applicable to all types of electronic gaming. It's so enjoyable to read and looks so neat that most gamers will consider the modest price a good investment.

The cover article is a must read. Santulli focuses on a seldom-discussed topic, the suitability of some electronic gaming content pointing out some of the outrageous things seen in games. He presents a blend of facts and personal opinions that is sure to make any thinking gamer reflect on this aspect of the hobby.

That's a typical **Digital Press** article, which is why it has become one of fandom's favorites. Send Joe $1.25 and find out why.

Attention fanzine editors: If you want your fanzine reviewed in **Computer Game Review**, send your 'zine to Arnie Katz, 330 S. Decatur., Suite 152, Las Vegas, NV 89107.

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In The Works

THE NEW YEAR BEGINS WITH A HORDE OF RUMORS!

Greetings, lovers of computer software and gossiphounds. Get ready for the next installment in an unlimited series of inside information from behind the closed doors of computer game developers 'round the country.

There's just so much going on this month, it's hard to know where to start. So, we'll begin our journey through the highways and byways of computerdom with the wizards at **Electronic Arts**. They flew Editor Steve Honeywell out to visit them and to show off some of their newest software. And just what did Steve see? Well, here's what he told me...

Electronic Arts has just announced that they will be producing a whole new line of edutainment titles that will ship under the brand name of **EA Kids**. At the moment, there are five titles in the line. **Ping and Kooky's Cuckoo Zoo** is for younger kids, teaching things like the alphabet and basic numbers. It includes a really cool looking train ride to the various parts of the zoo. This little ride incorporates some great simulator technology and it looks super. **Scooter's Magic Castle** addresses similar types of learning games adapted for a slightly older audience. In this one, the player controls Scooter' direction through a castle filled with rooms. A third title is **Eagle Eye Mysteries**. This one caught Steve's attention, 'cause it looked like something he'd like to play himself, and forget about letting kids near it! The player helps two young sleuths solve crimes around town. Other titles are **Peter Pan** and **Music Painting**. Music Painting is just a working title at the moment. This looks like fun too, and EA's had some kids fooling around with these games as a sort of playtesting. EA showed off a screamingly funny music video that featured a tribe of dancing potatoes done with Music Painting by one of the kids that playtested it. EA's putting some serious muscle into these titles, and it really shows! Some of that muscle includes a very impressive list of consultants from many different backgrounds. Expect these titles to revolutionize the way edutainment is done in the future.

In other things hot at EA, a new title from **Bullfrog**, the makers of **Powermonger** and **Populous**, is called **Syndicate**. It looks sort of like Populous-gone-cyberpunk and features cybernetic body parts, kidnappings, hot laser death and scary-looking dudes in trenchcoats. Gosh, what more could you ask for in your software?

Three-Sixty Pacifc has just started up a new 800 line for direct sales to make life easier when you can't wait to get your hands on their latest titles (and who can blame you?). For customers in the United States, call 1-800-653-1360. In Canada, give a ring at 1-800-697-2360. By the way, Three-Sixty, you really need to update that information line of yours! Last time I gave you a buzz and listened for info on your latest releases, it stated that **Patriot** would be coming out sometime in the summer of 1992. NOT!

Strategic Studies Group has announced that they are currently working on a sequel to the excellent **Warlords** title. Apparently, the folks at SSG have been deluged with letters and phone calls making suggestions and begging for a new game. Well, stop calling them! The game is in the design stages, but it won't be released until June or July this year. Your calls won't make it available any sooner. Just be patient and hold on. **Warlords II** will certainly be worth waiting for!

Microplay told us that it's a pretty good bet that **Challenge of the 5 Realms** *will* make it to the CD-ROM platform eventually from parent company **Microprose**, although it may be a direct port. The **Mantis CD** will be stoked to the max, however, with full sound, additional cinemas and a few more missions. Good deal!

Spectrum HoloByte dissed us big time when they told me that **Star Trek: The Next Generation** has been given the old bumperoo until at least the 3rd quarter of 1993. What that means is that we thought we'd have lots and lots of material on it for the next issue. It now seems like there won't be much to talk about for some time. Heavy sigh! We'll give you all the screens you want and all the behind the scenes info you need as soon as we can! What we can tell you is that the game will have plenty of shots of the characters from the show.

Speaking of Star Trek, the word is out that the original cast will be back for **Star Trek VII**, in spite of earlier rumors that number VI was all she wrote for Kirk, Spock and the rest of the gang. The rumor is that it will be a Nimoy script, which bodes well. While I like Trek, I admit to having some trouble picturing Kirk and crew in another mission at their age. Perhaps this time they'll discover a planet of Bingo parlors and geriatric products. "Spock . . . get your walker . . . it's time . . . for the coverall . . . game . . ." I'd like to see Next Generation movies, myself. I'm sure they can't be too far off.

By the way, we often disagree about games, but one person's opinion is just that; one person's opinion. You won't see us make some sort of bizarre apology to a company just because the person reviewing the game wasn't so hot on it and you won't hear us telling you what one of the reviewers says isn't so. Talk about double dealing!

Bethesda Softworks mentioned that they are working on a severe update to **NCAA Basketball**. Look for the same sort of sweeping changes that occurred between **Terminator** and the awesome **Terminator 2029**. Bethesda also mentioned new engines for some hot looking software to be released late this year. From what the heads at Bethesda are saying, these new codes could revolutionize the way some game styles are looked at for the next couple of years.

Origin is making a switch in some of their new software. They've mentioned their intention to produce educational foreign phrase books under a tentative title called the **Travellers Series**. They're also working on a screen saver for **Windows** that will feature scenes from some of the great Origin games through history, or at least the more recent ones. You mean there won't be anything from **Autoduel**?

SSI's garnered the rights to the next game from **Delphine**, the makers of **Out of This World**. This title is going under the name of **Flashback** and it may eclipse the incredible OOTW. It has a different plot than the original OOTW and, believe it or not, it animates a lot better. While I haven't seen the computer version of it yet, I have seen a version for the Sega Genesis. New moves include a wall slide that looks too cool for words! You can shoot a lot faster in this one as well!

Point of View Computing's got some interesting stuff in the works these days. In addition to **Sub Version** (great name), the POV braintrust is hard at work on a game with the intriguing name of **Enchantasy**. If I had to make a stab in the dark, I'd say that it's probably a fantasy role-player. Seriously, though, Enchantasy looks like it could be an interesting title, so keep this one in the back of your mind for a couple of months.

I don't know about the rest of you, but I've been hooked on **Dune II** from **Virgin** for quite awhile. It's got everything you could want: sand, guns, tanks and giant worms that can eat a dune buggy in one gulp. The other thing that makes this one for me is that you can't win it the first time you set out to play it. Games with actual challenge! What a strange concept!

Sherlock Holmes: Consulting Detective II is out for the PC CD-ROM from **ICOM**. Can **Sherlock III** be far behind? The third title in the series has already been in scripting. In fact, it was being scripted long before Sherlock II was in anything close to a completed state. Now that's what I call confidence! It's kind of like filming all three Back to the Future movies at the same time. Good thing they were successful!

And speaking of scripting, I've heard the tasty rumor that Hollywood bigwigs have started writing the script for the next **Terminator** movie. "How?" I hear you ask. The way I figure it is this: While it's true that the parts from the original Terminator were melted down by Arnie (Schwarzeneggar, not Katz) the nice Terminator and the Connor family at the end of the second movie, not all of the Terminator parts have been destroyed. If you remember, Arnie got his left arm crunched off in a machine gear by the T-1000, and no one ever went back to throw that piece of hardware into the vat of metal soup. Thus, there are still Terminator parts from the future in the present for people to research. Sounds like it could work. Of course, it's also quite possible that the movie will take place in the future and that great plot twist I thought up will go for nought. When you're dealing with the future, there really aren't any set rules, at least in Hollywood!

That zaps me for this month, folks. Be here again in 30 days for the latest and greatest inside information available for public viewing. And gear yourself up for our next issue of **CGR** that will feature our look at the year of 1992, including a recap of what we gave all the games of the last twelve months! ***-Chip Fortran***

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CIRCLE #126 ON READER SERVICE CARD

Q & A

I must say the mail has certainly picked up! **CGR** Game Doc letters now appear in my mailbox with reassuring regularity. Let's keep it up, computerists, you've got the momentum rolling! So, in honor of our improved response, let's skip the preamble and get on with the Qs!

Q: I just recently got rid of my old Commodore 64 and I am moving up to a Tandy 4825 (486). I've been reading a lot of game reviews in the meantime and they all mention different sound boards. I have several questions, the first of which is: which sound board should I buy? Besides, why do you even need a sound board on such powerful machines? Which one is compatible with the most games? Do computers that come with the new, multi-media technology require sound boards for games that are not CD-ROM?

Last but not least, let me mention that I love your column and I know that if you can't help me, nobody can.

Riley Holder
Ocoee, FL

A: *Thanks for the vote of confidence, Riley. Nobody's perfect, but we do our best. I can't give you a definitive answer on the question of which board you should buy, however. If a man walked up to you in a video rental store, for example, and asked: "Which movie should I rent?" would you give him an answer right off the bat? I doubt it. You'd want to know what kind of movies he likes, which stars he enjoys most, whether young kids will be watching, etc., etc. The same is true here. Before I can recommend a sound board, I need to know everything from how much you want to spend to the number of games you play in a month. In other words, no one sound board is going to satisfy all users equally.*

The most popular sound board is probably the Sound Blaster and its upscale cousin, the Sound Blaster Pro. The SB series is completely Ad Lib compatible, plus it adds speech capability as seen on games such as ***Wing Commander II****. Most software is SB and Ad Lib compatible. In fact, almost all sound boards, from Media Vision's Thunder Board to the Advanced Gravis UltraSound, are Ad Lib and Sound Blaster compatible, so it's really only a matter of comparing features and price.*

At the high end of the sound board spectrum, as always, sits Roland. The famous manufacturer of synthesizers has several boards that produce absolute state of the art sound quality. The lowest priced Roland board is the SCC-1 GS which lists at just under $500. But while the sound quality is superb, the fact is that many software publishers no longer support Roland because of its small user base. And what could be more frustrating than having the best available sound board while only a fraction of your games are compatible with it? Of course, if you have more like a grand to spend, look into Roland's Sound Canvas series.

At the low end, price-wise, is Disney's amazing Sound Source. Unlike most other sound systems for PCs, the Sound Source does not require the user to open up the computer and insert a board into an open slot. Instead, it plugs neatly into the printer port (with an adapter on its back so the printer can remain connected). It even has its own speaker and generates music, sound effects and speech. The Sound Source sells for only $39.95 and has, in fact, been bundled with several Disney software titles, including ***Rocketeer*** *and* ***Dick Tracy****, for under $40 in some stores!*

As for why such powerful computers need sound boards, the answer is simple: almost none of that extensive power is devoted to creating audio. Have you ever heard what games sound like through an on-board PC speaker; heck, have you ever seen a PC speaker? Tiny, worthless things good to produce nothing but primitive beeps.

Computers with CD-ROM drives do require supplemental sound boards, not only for non-CD games, but sometimes even for CD software, which frequently outputs some audio (music, for example) through the CD system while the rest is carried by the sound board.

Q: I recently purchased a 486/33 PC and a friend of mine said I should have gotten a 386/40 because it's 7Mhz faster. I thought the 486/33 was a faster machine because it can perform more operations per second than a 386 can. What's the story on this?

Also, are you the same Game Doctor who had a Q&A column in the video game magazines during the good old Odyssey2/Atari 2600/Intellivision/Colecovision days?

Daniel Frost
Randallstown, MD

A: *Right on both counts! The superior performance of the 486 more than makes up for a mere 7Mhz of speed. And yes, I'm that same Game Doctor—the only Game Doctor, matter of fact. I celebrated my eleventh year in practice last fall.*

Keep those letters coming in and remember to send all questions, comments and corrections to:

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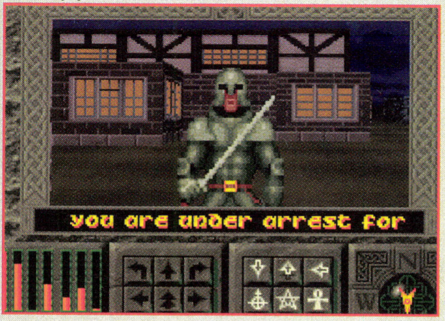
CGR PREVIEWS

Legends of Valour

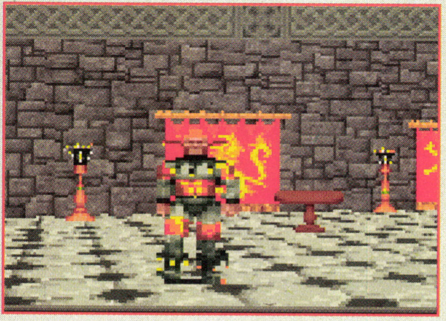
by Strategic Simulations Inc.

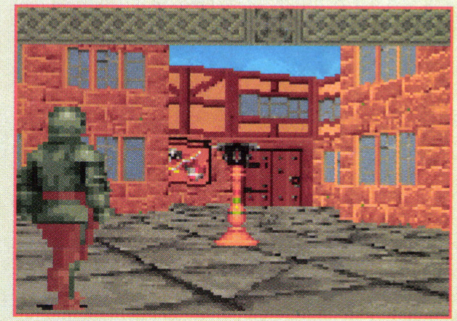
Does fantasy become reality? Well in Legends of Valour, it just may! This is a single character graphic adventure from Strategic Simulations Inc.

Set in the mythical city of Mitteldorf, Legends of Valour vanquishes its opposition with the smoothest scrolling three-dimensional graphics ever seen in a fantasy role-playing game. Legends of Valour has better scrolling and less pixelization than Ultima Underworld. Features like being able to look through windows only add to the gaming experience.

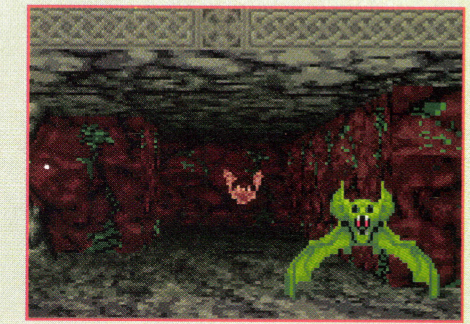

you are under arrest for

Isolated inside the fortified medieval town, players create their own character by choosing their appearance, occupation and lifestyle. Personality traits such as strength, memory, manipulation, health and appeal vary with the character's race. After character generation, the player experiences over 45 exciting quests, each with its own mysteries, plot, and potential outcomes. The non-linear game play enables the player to explore the 28 square miles of town in any direction, as well as entering many shops, taverns, hostels, temples and guilds.

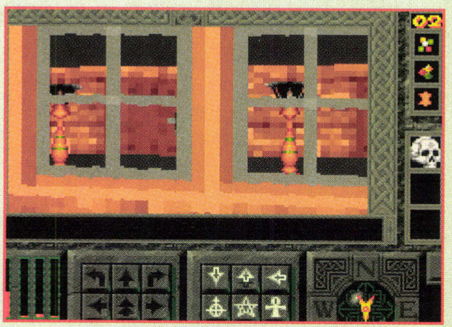




Legends of Valour sets a new standard with fast moving, free-form graphics that twist, turn, and zoom cleanly without break-ups. Detail is retained even at close range to objects, and three display modes are possible. There is no slow and jerking movements.

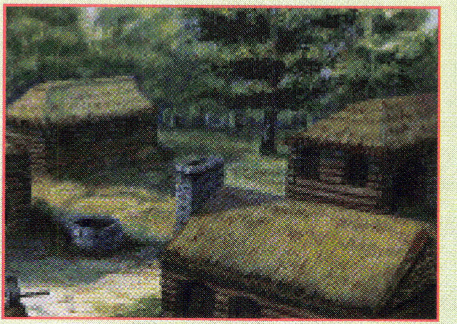


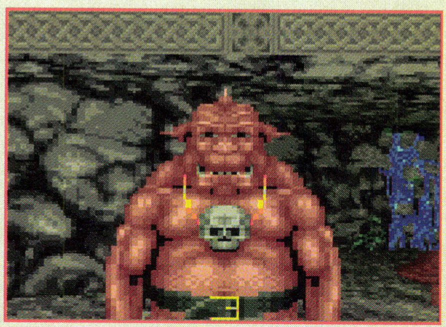
Legends of Valour's dynamic and evolving music score adds an eerie sense of realism as players crawl through claustrophobic underground dungeons.



TECH SPECS	
Developer:	Strategic Simulations
Formats:	PC / compatibles
Graphics:	VGA
Sound:	Most sound boards
Theme:	Role-playing
Available:	March '93
Retail Price:	$59.95

In creating Legends of Valour, SSI sought to bring a more enriched, comprehensive first person adventure to the market than players have ever experienced. The advanced 3-D visual presentation and fully-developed cast of characters makes the game SSI's boldest step ever towards a realistic interactive fantasy. Explore over 40 hours of adventure. Valour's icon-driven, point-and-click system is simple and efficient. Get ready, role-playing mavens, because once Legends of Valour is out, role-playing games will never be the same!





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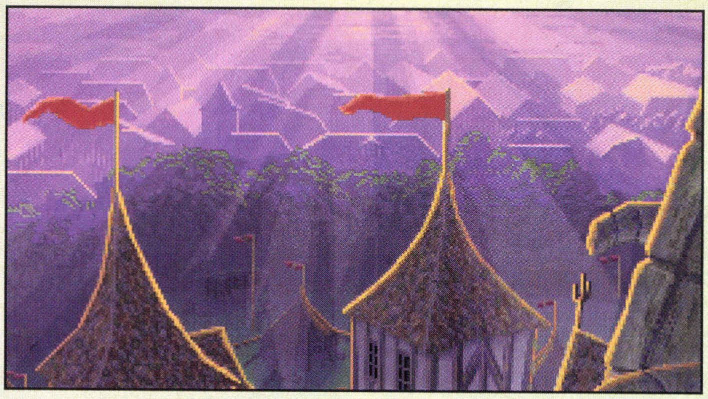
Ultima Underworld II: Labyrinth of Worlds

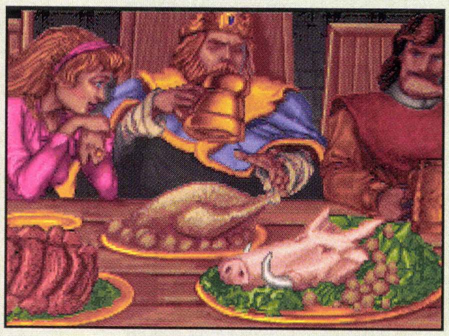
by Origin

The Guardian had long terrified the land of Britannia. You, Avatar, are the one to thank for his timely demise. After all of the evil and dread that he created, someone had to destroy him, and you, along with your band of hardy adventurers, suffered the terrors of the Guardian's legions and overcame your vehement foes.

It is now one year later, and, to commemorate the occasion, Lord British has invited you (along with many of Britannia's important and powerful leaders) to his castle for an incredible celebration. Everyone comes to the castle, full of joy and frivolity. The first night sees a wonderful party, and men and women alike join to sing songs and weave tales of splendor about your tremendous feats of strength and valor. But as the first night's festivities draw to a leisurely close, the evil Guardian strikes yet again, encasing the entire castle in a gigantic blackrock gem.



It looks like a wonderful day as dawn breaks in Britannia. However, the festive atmosphere will soon be darkened by an unspeakable evil.



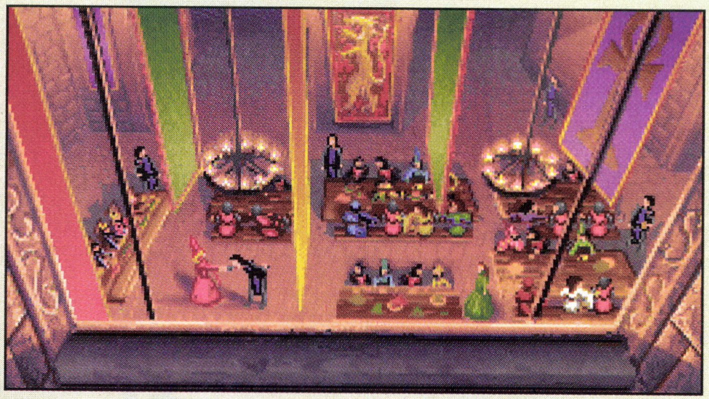
A party starts, and the guests are having an enjoyable time. But you feel uneasy.

The inhabitants of the castle are instantly terrified. How can this be? You had (or so you thought) destroyed the Guardian for the last time. Now, it appears as if he is hell-bent on making you pay. The party-goers turn to you for an explanation.

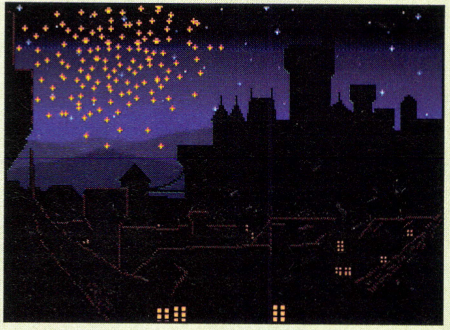
TECH SPECS	
Developer:	Origin
Formats:	PC / compatibles
Graphics:	VGA
Sound:	Ad Lib, Sound Blaster, Roland
Theme:	RPG
Available:	January '93
Retail Price:	$79.95

You carefully examine the blackrock gem, and discover that each facet of the gem is a portal to another world. It is evident that the worlds seen through the portals are under the control of the guardian, and you are the only hope of the struggling people in these worlds. Can you shoulder the responsibility of trying to explore these worlds and assisting the people in throwing off the yoke of oppression that the Guardian has mercilessly attached? On these many journeys, you must collect relics, form alliances and ultimately discover the path to freedom.

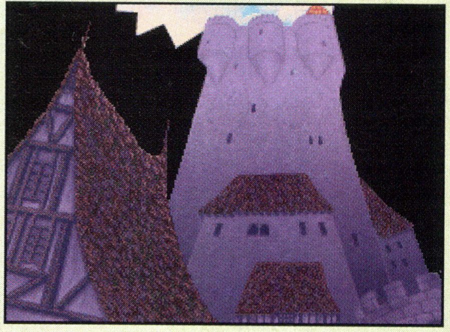
However, you don't have much time. Within the castle, necessary supplies such as food and water are running drastically short. To make matters worse, an agent of the Guardian is killing of the imprisoned leaders one by one. Meanwhile, outside the castle, the evil Guardian's forces are destroying the villages and towns of Britannia, because they have no strong leaders to send them into battle–they are locked inside the castle! Can you free the captives before they are murdered by the evil agent or die of starvation? If so, can you prevent the leaders of the great country of Britannia from giving in to the Guardian's evil wishes? Even if you can accomplish this, can you make it back in time to save Britannia once again?



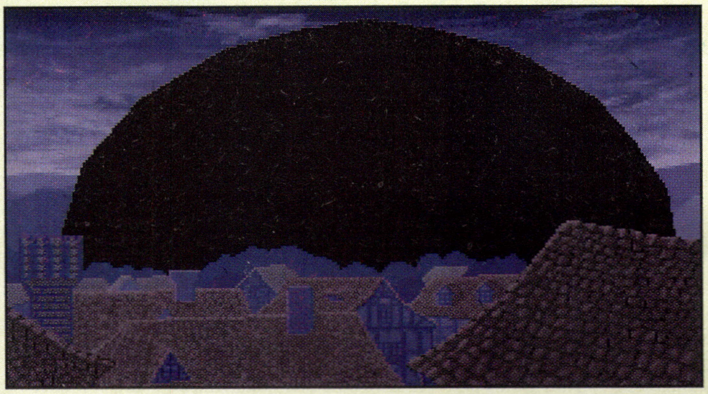
The king has declared a holiday, and a feast begins! It has been one year since you, the Avatar, defeated the horrible guardian.



The night ends with a fabulous fireworks display in your honor, Avatar.

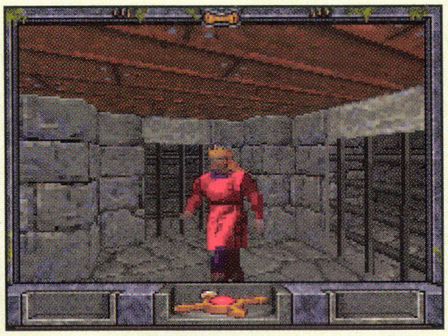


Suddenly, an eerie black shroud begins to fill the entire sky!



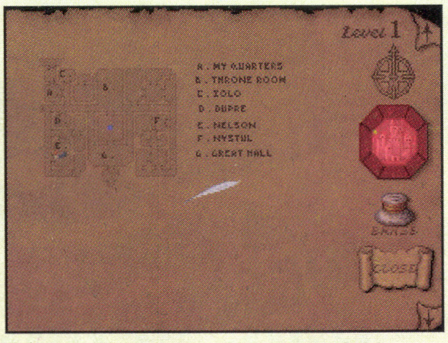
The whole castle has been encased in an obsidian menace! What is the source of this evil trap? You must find out!

Yes, the quest is daunting, and it is also fraught with danger and evil forces. However, you are the Avatar. You've proved your strength in previous encounters with the Guardian, and you have defeated him more than once on his own terms. You are pained to see him return, mightier than ever, but you must do your best to save your people from his wrath. Only one person is brave enough and smart enough to destroy the Guardian. You've won before. You must win again.



You will meet and talk with Lord British at numerous points in the game.

Among this new release's most significant features are many interesting and impressive game playing characteristics. There are new magical spells of unimaginable power, which allow the player to create his own artifacts with *Enchant Object*, engage in fierce, close-quarters combat with *Shock Wave*, and use *Homing Dart* to attack around corners. These and many other spells create a powerful new arena of magic.



A handy map allows you to quickly see where you've been and where you are.

Along with a larger, more panoramic 3-D view window, the graphics come in higher resolution, with more animation frames for smoother, more lifelike movement. In addition, there are new kinds of puzzles and traps, featuring animated multi-level obstacles, moving terrain, pressure-sensitive triggers and more. There are also detailed close-up portraits of many intriguing characters whose attitudes and actions vary based on your own choices and how you play the game.

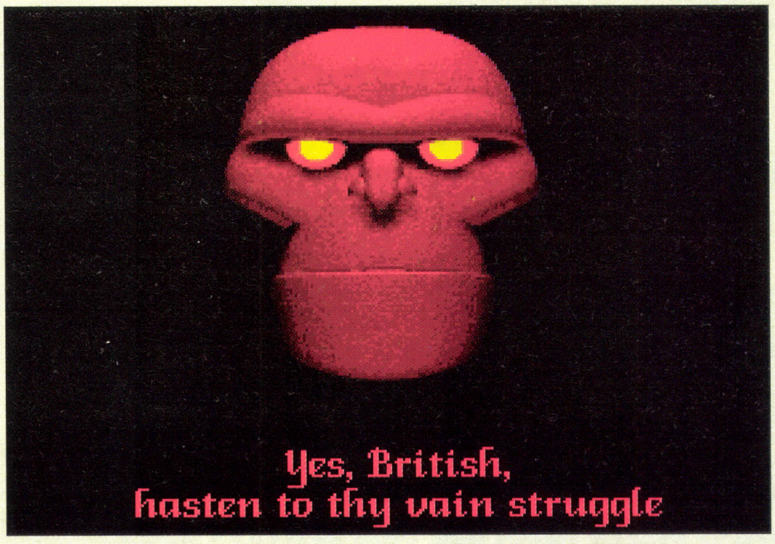
You will encounter many strange and evil creatures in the castle.

All exits have been blocked by the massive black stone! Can you find a way out?

With eight new worlds to explore (including fantastic castles, freezing ice caverns, treacherous towers and totally alien worlds), you will have to travel over treacherous new terrain features. These include slippery ice and dangerous currents, designed to challenge even the most experienced dungeon slayer.

A secret door! You must be careful when entering unmapped territory.

Ultima Underworld II is geared for fantasy enthusiasts as well as seasoned and novice gamers interested in state-of-the-art technology, fast-paced, real-time action, puzzle-solving and sophisticated role-playing. Onward, Avatar!



Yes, British,
hasten to thy vain struggle

The Guardian is back, and he is more powerful than ever before! Can you rise to his challenges and restore the land to peace once again?

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FROM THE EDITORS OF ELECTRONIC GAMING MONTHLY....

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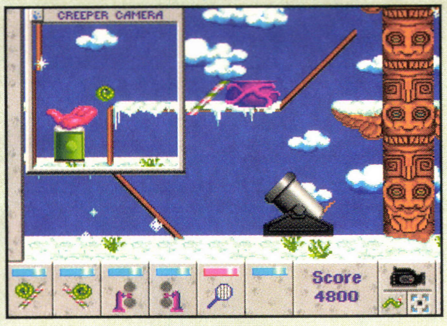
CGR PREVIEWS

Creepers

by Psygnosis

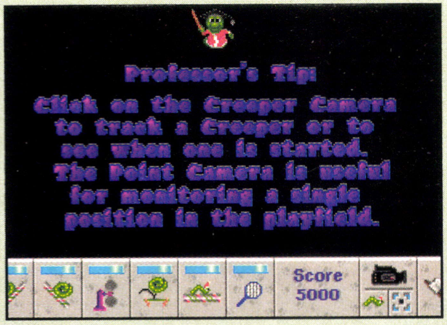
First, there were Lemmings. Then came the rumors of Lemmings II. Now from Psygnosis comes their latest puzzle game. Creepers! Just what is a Creeper? Well, it's sort of like a caterpillar; they are green and crawl and they eventually change into butterflies. But one big difference between Creepers and caterpillars is that Creepers can roll!



Use the Creeper Cam to center in on one area of the level.

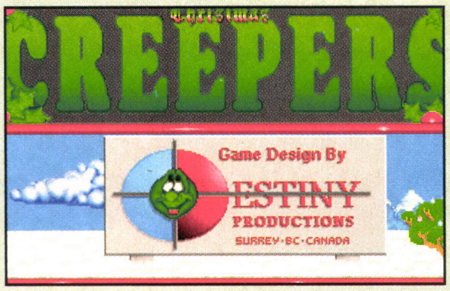
Through more than 80 levels of intense grey matter game play, you must direct your sweet innocent Creepers to their pupa pot. Of course, they'd be able to make it if it weren't for the obstacles in their way. It's your job to surmount these trials with the help of Professor Tip. With his help, you must guide these little Creepers from birth to maturity.

As the little Creepers roam aimlessly about the screen, you must keep them from wandering to oblivion. Take them under your wing and guide them by altering their environment and keeping them from perishing. But be careful; there are lots of Creeper traps and squishers waiting for the unsuspecting worms. Choose from several tools to construct a pathway through each level of Creeper-land.


Professor's Tip

Click on the Creeper Camera to track a Creeper or to see when one is started. The Point Camera is useful for monitoring a single position in the playfield.

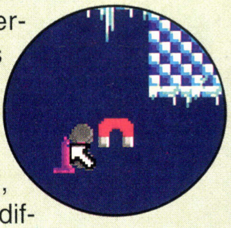
Professor Tip will always be around to give you some help on each level.



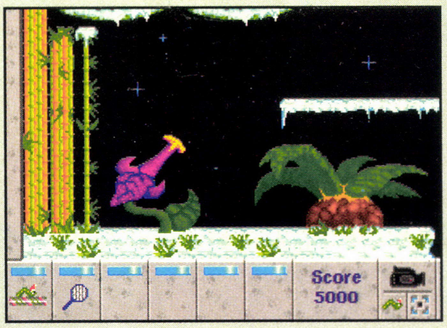
Your tools include trampolines to bounce the Creepers, a tennis racquet to whack them across the screen and Creeper magnets to lift them out of danger. Blast holes for the Creepers to crawl through. Or, if you choose, blow them across the screen with your Creeper fan. If all else fails, build ramps to help them over some of the obstacles.

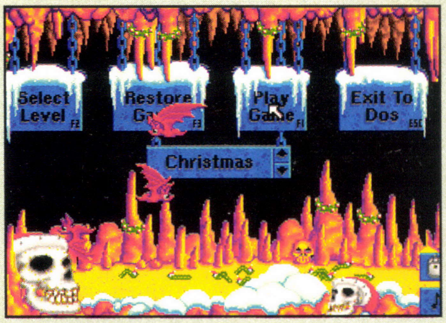
TECH SPECS

Developer:	Psygnosis
Formats:	PC / compatibles
Graphics:	VGA
Sound:	Most sound boards
Theme:	Puzzle
Available:	N / A
Retail Price:	N / A



These pictures come from a special version of Creepers produced just for the Christmas season. In the actual game, you'll have many different terrains to lead your little friends through, not just the snow-covered land shown here. Of course, the levels themselves might be startlingly similar!



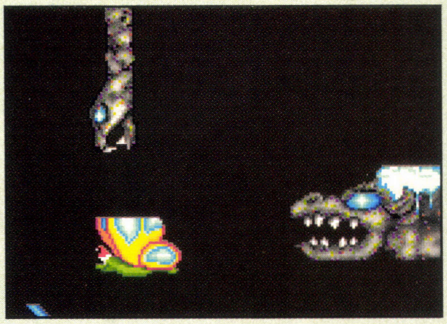


Choose your level carefully or your Creepers could end up stomped!

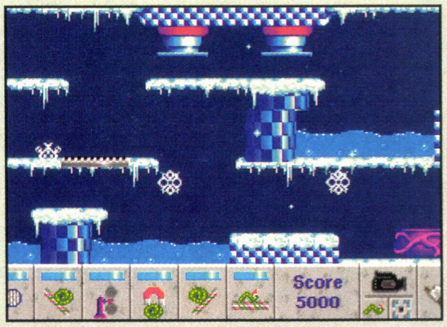
Creepers supports 256 color VGA graphics, and a lot of sound boards, including the Sound Blaster for some of the funniest sounds you will hear in a computer game. Go out and save a caterpillar today! And make sure you watch out for those Creeper smashers!

Level 3
Christmas
A Creepy Christmas...
Creepers:
Needed:

Thanks, Psygnosis, for giving us a glimpse at this special holiday edition of Creepers!



After you complete a level, the creepers will turn into butterflies!



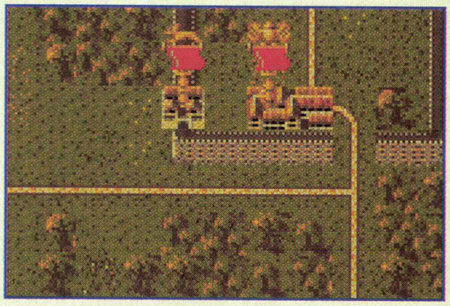
Caesar

by Impressions

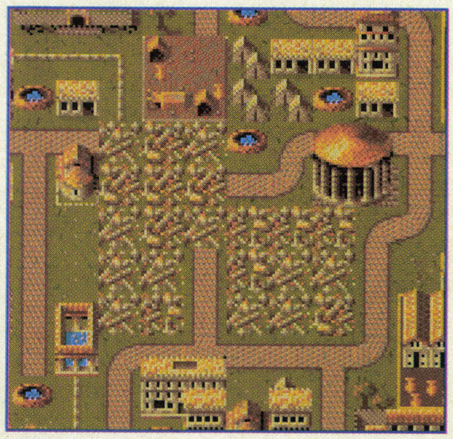
The fall of the Roman Empire was a well recorded and historically significant event, but what about it's construction? What were the initial political and economic building blocks that produced such a mighty empire? Little is mentioned about those who were responsible for the everyday building and overseeing of the provinces. In Caesar, you hold in your hands the welfare of your province as a lowly Decurian. As you gain the favor of the Emperor, you will also rise in the ranks with new titles and responsibilities.

In pursuit of the four factors which determine your overall success, you will have to build and improve your provinces and capital cities. Place small habitations and supply them with basic needs, so that they can expand into larger and more luxuriant homes. Barracks and prefectures can be built to protect your towns from riots and invasions. Businesses cause your economy to flourish and amenities like schools, hospitals and oracles improve the quality of life. As you are building and improving your city, you will also have to maintain your slave population and the legions which protect your lands. Fortunately, your council will offer their advice on how to best run the holdings under your command, so you will not be completely without aid. Don't worry if you have a slow start; after all, Rome was not built in a day.

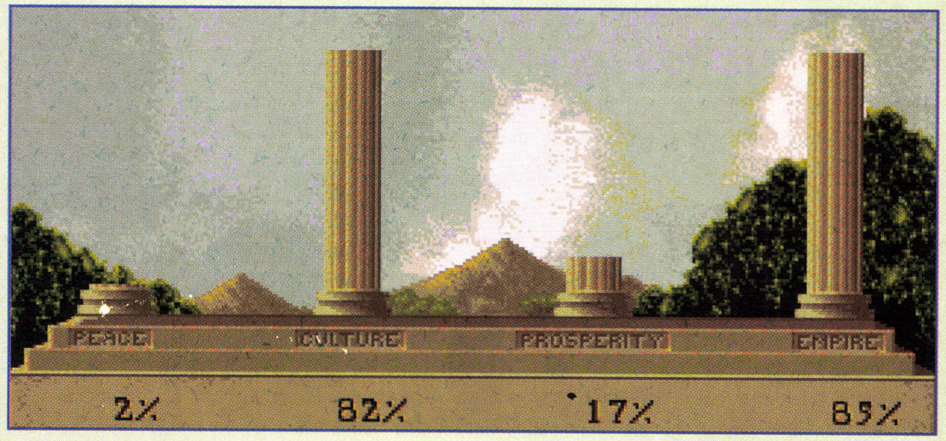
TECH SPECS	
Developer:	Impressions
Formats:	PC , Amiga
Graphics:	VGA
Sound:	AdLib, Sound Blaster
Theme:	Conquest
Available:	1st Quarter '93
Retail Price:	$59.95



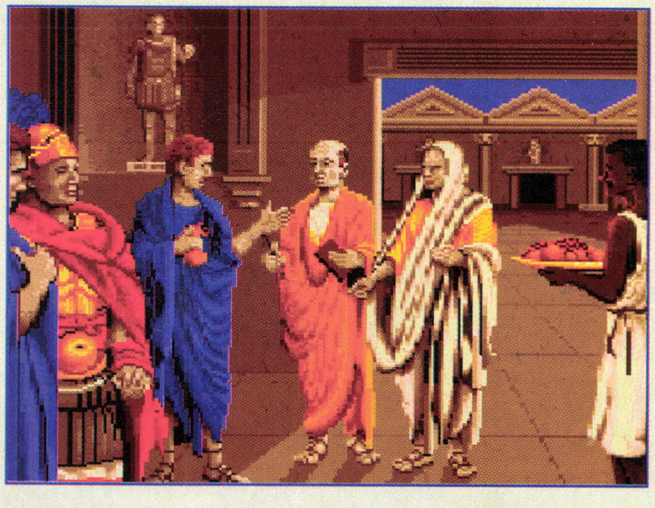
Along with building your city, you will also have to build on a provincial scale.



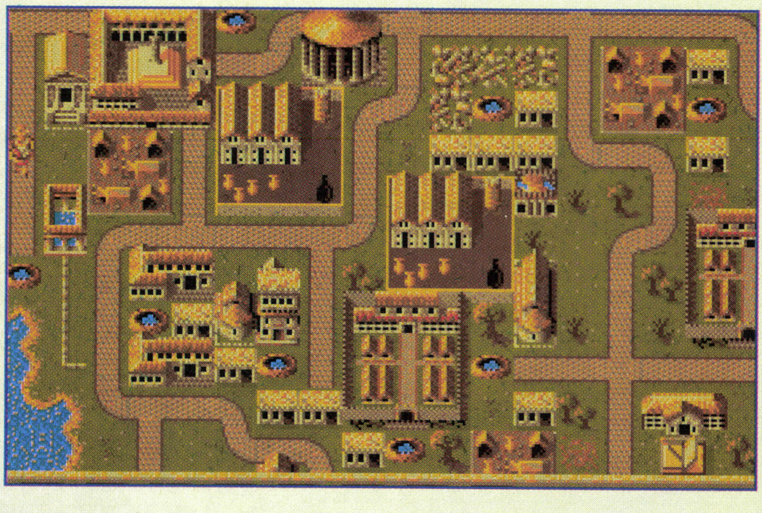
Barbarian invasions and citizen rebellions may cause damage to your cities.



Your progress will be recorded according to four criteria: peace, culture, prosperity and empire. When they reach a certain level, you will receive an Imperial promotion.



Your council of advisors will provide you with a great deal of information on the current status of your province.



The leadership of an entire province is a great responsibility. In order to see to the happiness of your people, you will have to build a prosperous capital.

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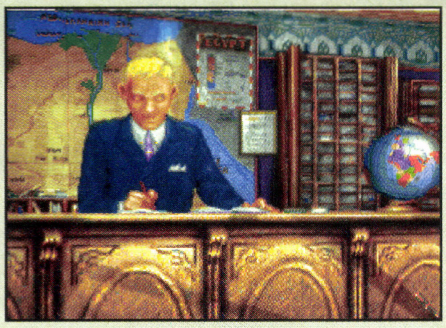
CGR PREVIEWS

Daughter of Serpents

by Millennium

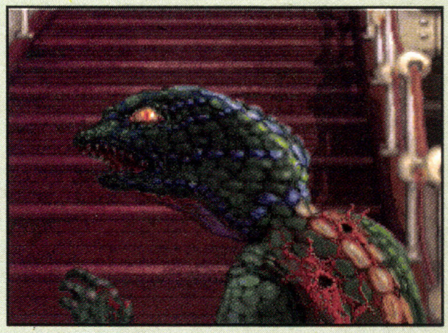
Unearth the secrets of a long-forgotten power in the perilous, mysterious world of Alexandria. Dateline: Alexandria, Egypt, sometime in the 1920's. Your character has arrived on board the SS Dacia. Coming down the ship's gangway, you spot a mysterious Turkish passenger who has spent the voyage from Constantinople in his cabin. As the Turk reaches the quay, there is a disturbance. An Arab in a hooded white robe has apparently gone berserk, and is running toward the gangway with a drawn dagger. Shot several times by the Turk, the Arab carries on with unnatural strength, then drops dead from a ruptured heart. This strange beginning will lead you into a web of horror and intrigue as the plot of Daughter of Serpents unfolds!



Daughter of Serpents has superb VGA and Super VGA graphics. This is a role-playing game unlike anything seen before. From the character creation to the very end, you are in control. Make your moves count, or you may not live to see the end.

In Daughter of Serpents, you will travel to many places, always searching for clues.

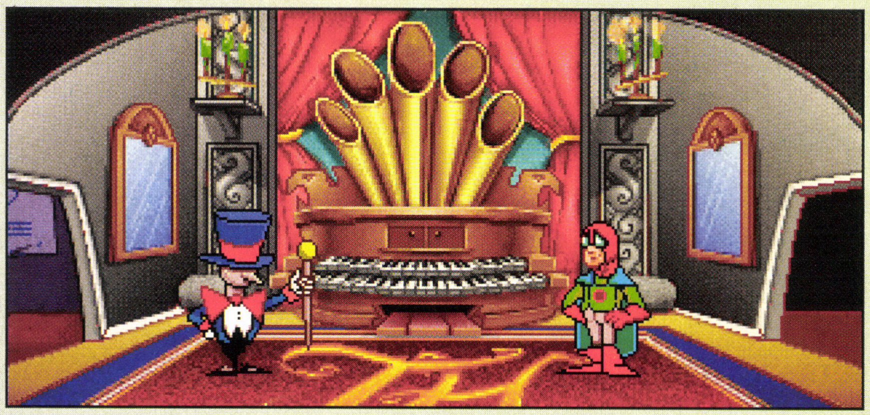
TECH SPECS	
Developer:	Millennium
Formats:	PC / compatibiles
Graphics:	VGA
Sound:	Most sound boards
Theme:	Role-playing
Available:	First Quarter, '93
Retail Price:	N/A



Watch in horror as this victim turns into a hideous reptilian creature!

Hero By Night

by Azeroth



Top Hat is accurately named! This is just one of the many rooms in his giant blimp. Can Gerald stop his nefarious plans?

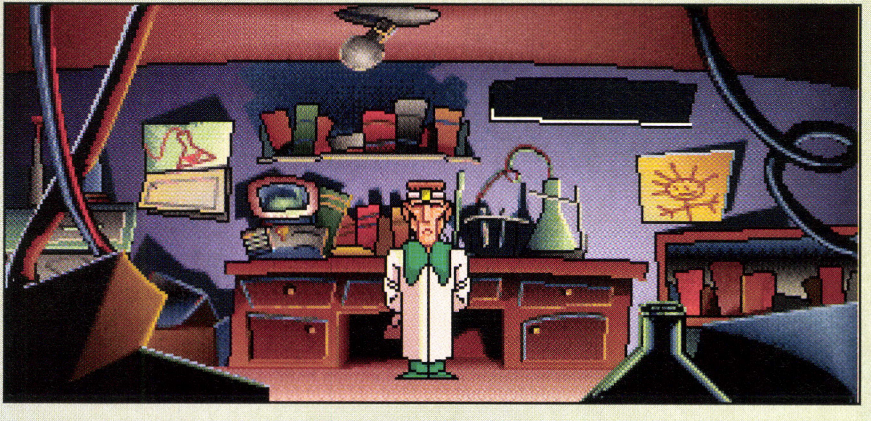
Gerald has a problem. You see, he wants to be a superhero and fight crime in the city of Gothamopolis, but in reality, he's a complete nerd. Fortunately, he has a plan to change all of that.

He's taking a correspondence course in superheroics, courtesy of Captain Wonderful and his Superbly Heroic Training. With lots of effort and diligence, Gerald can be the protector of the innocent and the idol of millions.

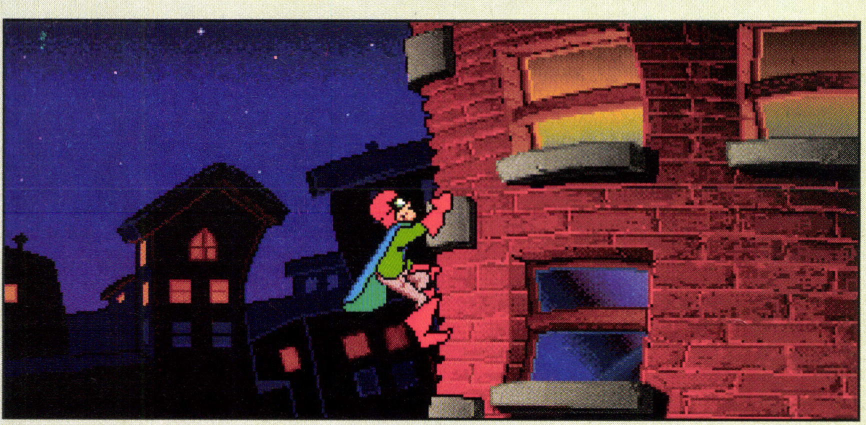
As Gerald tries to propel himself to superhero stardom, he'll match wits with the likes of Dr. Dance, Mr. Meaner, Top Hat and Queen B. But Gerald is not alone! He has Professor Bongo, Gloria the ace reporter and Gary, King of the Nerds on his side as well as his nerves of steel and a will of iron. With a little luck and a lot of perseverance, he can become a hero by night!

Hero By Night is an action/adventure that features the trials and successes of Gerald as he attempts to make a name for himself as the hero of crime-ridden Gothamopolis. The game has the look and feel of a comic book adventure complete with a cast of super villains, bizarre hideouts and, of course, Gerald's secret identity.

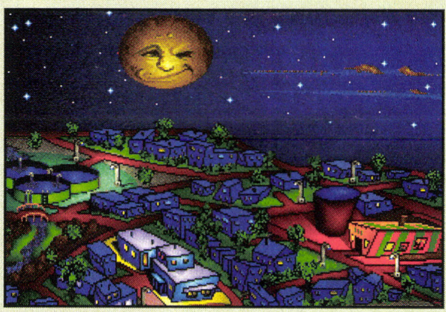
Gerald's battles with evil will have to wait until the release of this title in the Spring of this year. If you think you've got what it takes to be a superhero, give this one a try!



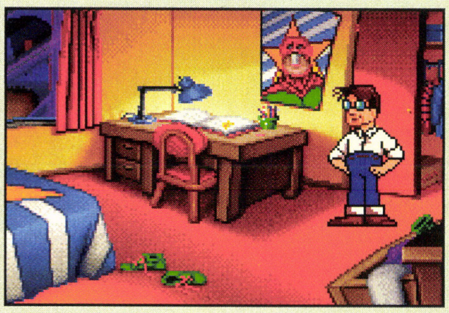
Dr. Dance's name belies his stern looks, even with the bow tie. What sort of evil plot is he cooking up in this lab?



Ah, the life of a superhero! You get to save damsels in distress, beat up on lots of bad guys and do cool things like climb City Hall in your spare time!



While peaceful Gothamopolis sleeps, Gerald is on the prowl for evildoers.



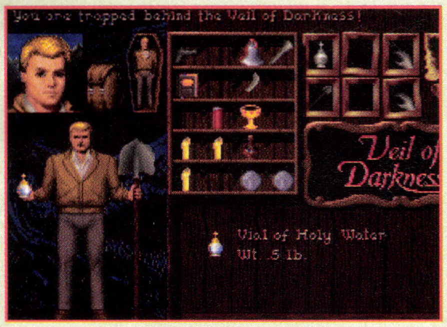
Well, it's not much of a hideout, but the bed is comfortable!

TECH SPECS	
Developer:	Azeroth
Formats:	PC and compatibles
Graphics:	VGA
Sound:	Most major sound boards
Theme:	Action/adventure
Available:	2nd Quarter, '93
Retail Price:	$59.95

Veil of Darkness

by Strategic Simulations Inc.

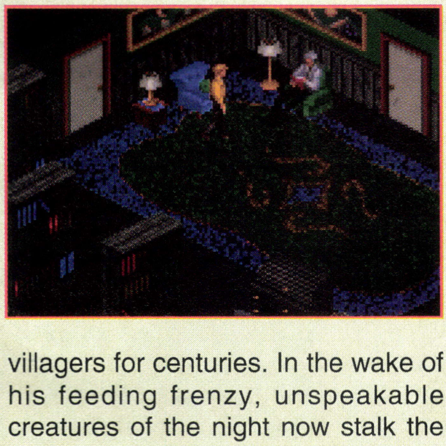
Strategic Simulations Inc. announces a frightening feast of intricate game play and visual thrills and spills in Veil of Darkness, a horror fantasy adventure. Developed by Event Horizon, the same team who created the critically acclaimed The Summoning, Veil of Darkness features real time visual technology which provides captivating overhead-view action and a lightning-fast interface.

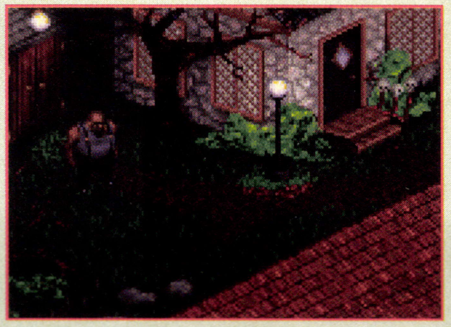


You are trapped behind the Veil of Darkness!

Viol of Holy Water
Wt. .5 lb.

Captivating players with a finely-crafted plot, Veil of Darkness is the story of a cargo pilot who crash-lands in a haunted valley in Romania's Transylvanian Alps in the late 1930's. The player investigates his new surroundings, only to come face-to-fang with a vicious vampire, Kairn, who has feasted on the local villagers for centuries. In the wake of his feeding frenzy, unspeakable creatures of the night now stalk the countryside. The player must stop the blood-letting rampage or become just another drained body in the morgue.

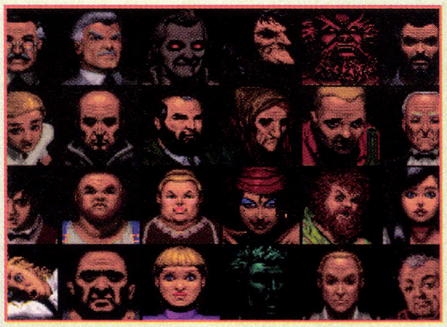




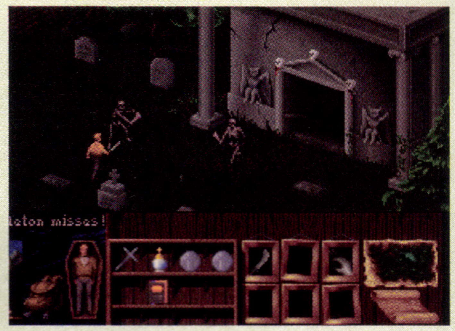
Veil of Darkness shines with striking 256 color VGA graphics, some of which is Hi-Res artwork that can be displayed on standard VGA configurations. The overhead-view visuals are enhanced by lengthy animated cinema sequences at the beginning and at the end of the game and pop-up cinematics during the action that advance the story. A spinetingling musical score and eerie sound effects heighten the atmosphere. Veil of Darkness' play features go above and beyond competing adventures. Interaction with dozens of characters couldn't be easier, thanks to a user-friendly point-and-click interface. The puzzles and traps, however, are decidedly unfriendly, with enough trickery to boil over players' brain cells. Complex mazes and deadly combats with ghoulish beasties add to the challenge. Players can use the versatile auto-mapping and printout features to record their moves and dialogues in case they suffer an untimely demise.

TECH SPECS

Developer:	Strategic Simulations
Formats:	PC / compatibles
Graphics:	VGA
Sound:	Most sound boards
Theme:	Role-playing
Available:	March '93
Retail Price:	$59.95

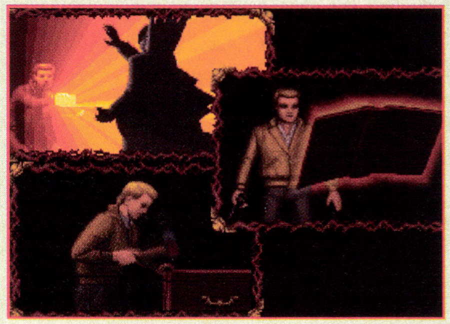


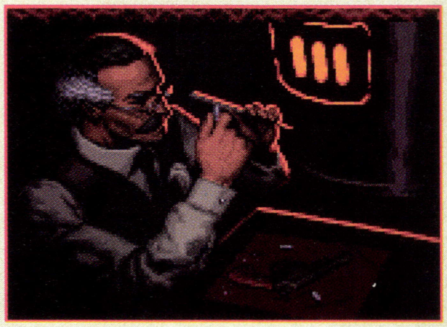
Dozens of characters will interact with you in this terrifying tale.



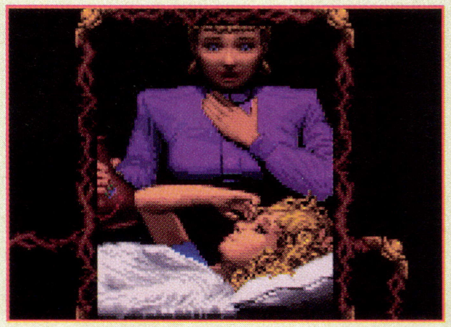
leton misses!

This game may take interaction to new heights. There is only one way to experience the true meaning of adventure, and that is to live it! You will be amazed at all of the extras the Strategic Simulations has put into Veil of Darkness. This massive program will support many sound cards for the ultimate listening experience. When nothing but a good scare will do, take a look at this game!





You never know what or who you will find when you play Veil of Darkness! Be careful!

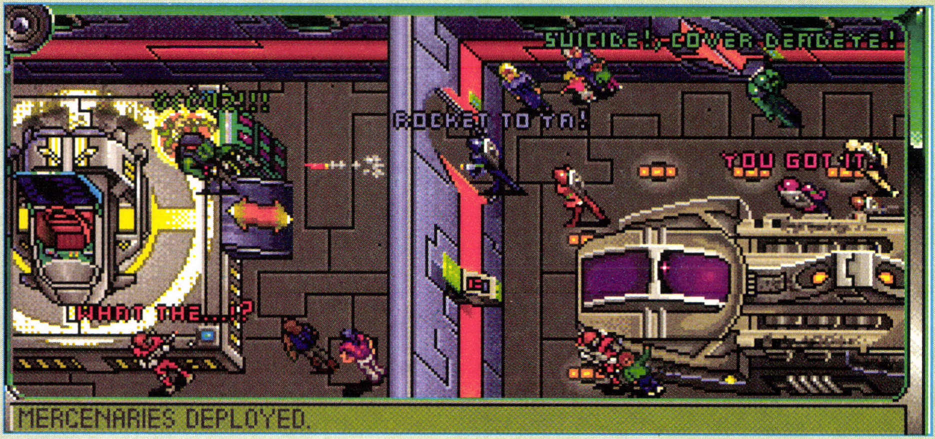


CGR PREVIEWS

Tegel's Mercenaries

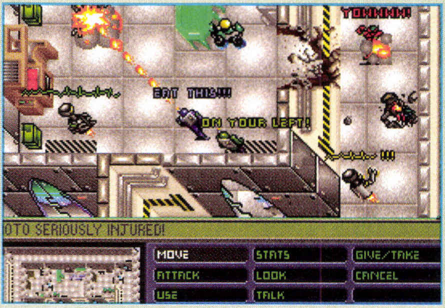
by Mindcraft

Tegel's Mercenaries is a new game concept that combines role-playing and futuristic battle strategy. You, under direct orders from General Tegel, are appointed squad leader of a crew of 20 space mercenaries. Each mercenary has a unique set of skills, equipment, psychological profile and a special price! Use these men on top secret special missions.



MERCENARIES DEPLOYED.

Deploy the mercenaries in strategic locations to help rescue the innocent civilians from the danger that lurks everywhere. Your men are a mixture of interplanetary soldiers-for-hire.

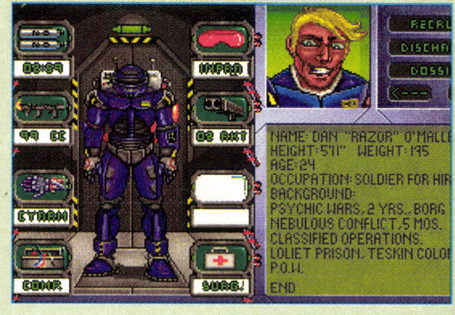


OTO SERIOUSLY INJURED!

Intense action and strategy are interwoven in a futuristic RPG-style game.

TECH SPECS

Developer:	Mindcraft
Formats:	PC / compatibles
Graphics:	VGA
Sound:	Ad Lib, Sound Blaster
Theme:	Strategy / RPG
Available:	Now
Retail Price:	$59.95



NAME: DAN "RAZOR" O'MALL
HEIGHT: 5'11" WEIGHT: 195
AGE: 24
OCCUPATION: SOLDIER FOR HIR
BACKGROUND:
PSYCHIC WARS, 2 YRS., BORG
NEBULOUS CONFLICT, 5 MOS.
CLASSIFIED OPERATIONS.
LOLIET PRISON, TESKIN COLO
P.O.W.
END

Every mercenary has unique abilities. You must plan carefully when using them.

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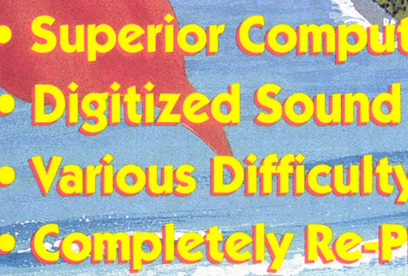
- Completely Re-Playable

By Mark Baldwin and Bob Rakosky



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151st Army

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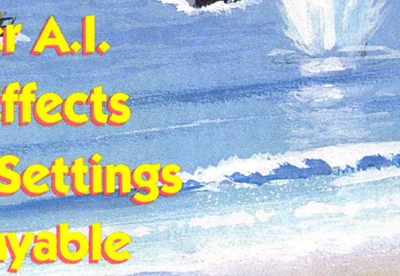
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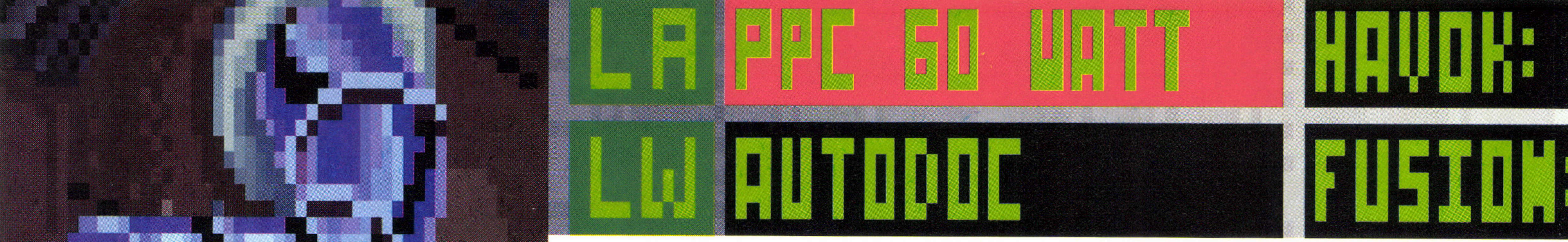
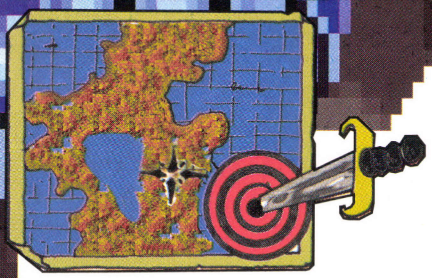


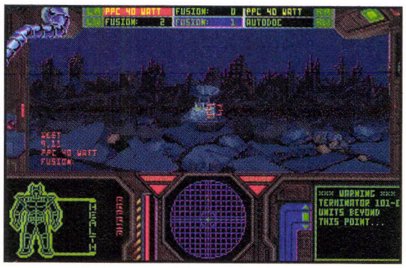


CGR STRATEGY

TERMINATOR 2029

BY BETHESDA SOFTWORKS

When you first start playing Terminator 2029, it's tempting to rush right out and start blasting Dragons and Terminators. It's best, however, to hold back and spend some time in the training area. Load yourself up with three units of grenades, two PPC 40 watt cannons and an autodoc. Then, run through the maze in the training area to get your bearings and learn the different attack styles of the enemies you will be facing.

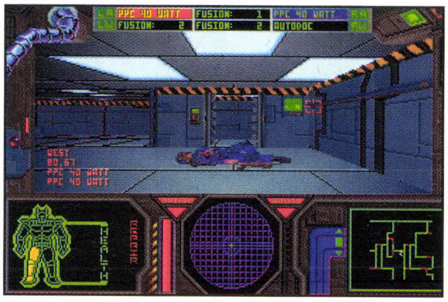


The training ground is the best place to learn how to use your weapons.

After training, click on the large door on the main screen to start your first mission. Here, you'll meet the three people that will brief you on all of your missions: John Connor, Technician Sterner, and Major "Merlin" Altorrez. Pay close attention to what they tell you. Main details will be covered in your orders briefing during the mission, but important points and hints will not be repeated.

MISSION #1

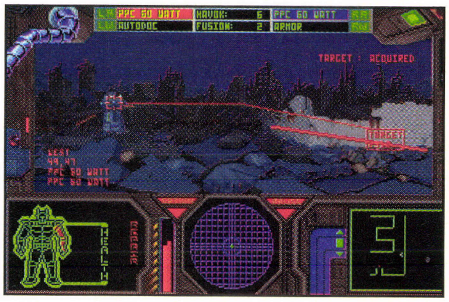
Your first mission consists of two parts; first, you must protect a relay station until the resistance can retrieve information from it. Second, you must locate a team sent to recover a telemetry reading and bring the telemetry (and the team) back. Protecting the relay station is easy. There will be three or four Dragon H-K's (hunter-killers) trying to destroy it. If you can shoot them down, you will get a transmission from your base telling you to move on. The next part of the mission is harder. Once you find the underground base, you must make your way to the second level. Stick close to the walls and move quickly, avoiding fights if possible. Once on the second level, make your way to the last reported location of the team. Chances are the team will be wiped out, but as you walk past one of the bodies, you will discover the telemetry reading. Take it and move quickly back to the elevator and the outside. Once outside, run as fast as possible to the pick-up point and end the mission. After completing this mission, Connor will debrief you. Do not be discouraged if the first mission takes you several attempts to complete. It is not a simple mission, and the ACE Armor is not easy to use at first.



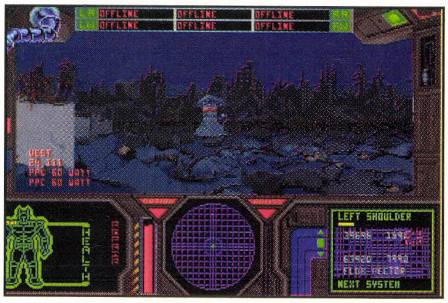
Search the bodies of the resistance team to discover the telemetry reading.

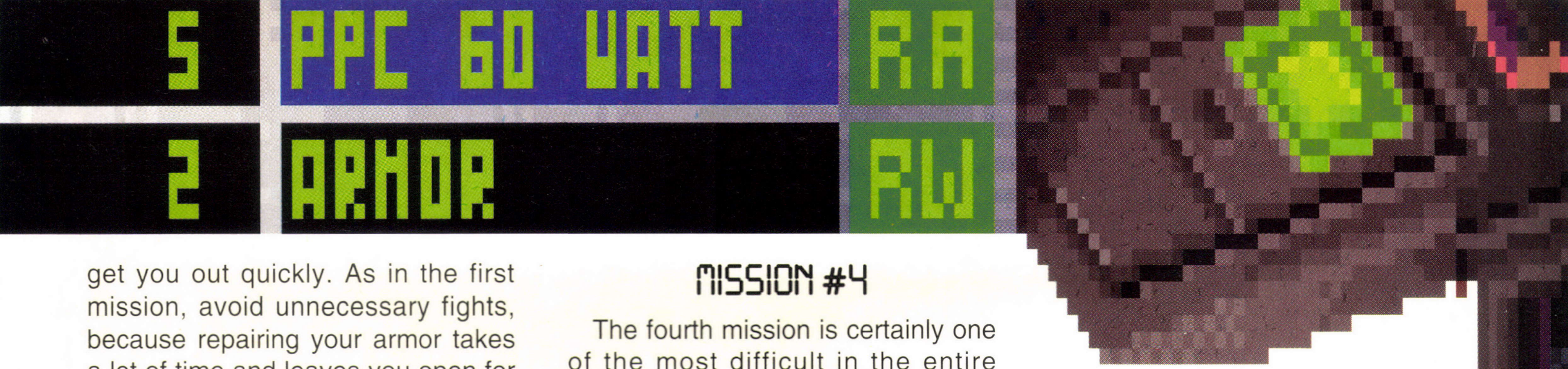
MISSION #2

The second mission is a straight search-and-destroy affair. Your primary target is SkyNet's central comm grid in the Epsilon sector. To further your efforts, it is also recommended that you destroy two relay stations in the sector to block all communications in the area. These stations can be eliminated with fusion grenades, while the comm grid must be destroyed with proximity mines. The first relay station is located at 6,108 south, while the other is at 44, 108. The comm grid is located at 25, 111. Make a sweeping path, taking one station, then the grid, then the other station. This will



Towers (above) and the comm grid (below) can be taken out with proximity mines.

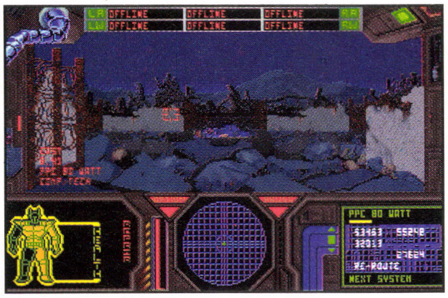



5
PPC 60 VATT
RA
2
ARMOR
RW

get you out quickly. As in the first mission, avoid unnecessary fights, because repairing your armor takes a lot of time and leaves you open for attack.

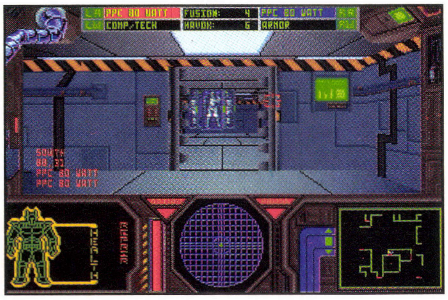
MISSION #3

Your first objective in this mission is to rescue Sergeant Hendrick, who was sent to investigate an underground complex. Hendrick reports four Sentinel towers around his location. Hendrick is located at 10, 41 on the map. Stand over him after you defeat the towers and he will give you the access code to the complex, which is just to the southeast of him. When standing over Hendrick, use the rescue beacon in your inventory, then drop it.


OFFLINE
OFFLINE
OFFLINE
OFFLINE
OFFLINE
OFFLINE
PPC 80 WATT
RE-ROUTE
NEXT SYSTEM

Hendrick has the code you need to enter the underground complex.

Once inside the complex, you must find your way down to the third level. As with the first mission, hug the walls and look for elevators. Once on the third level, slowly work your way to 87,25 on the map. Use the other items in your inventory and head out. The device you are scanning is heavily guarded, so proceed with caution at this point.

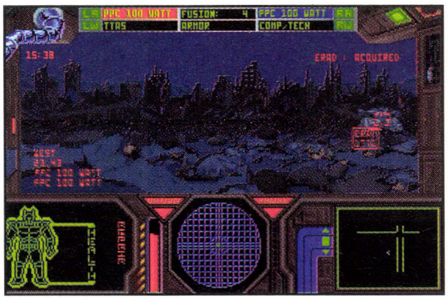

PPC 80 WATT
FUSION: 4
PPC 80 WATT
COMP/TECH
HAVOK: 6
ARMOR
SOUTH
PPC 80 WATT
PPC 80 WATT

While on the third floor, blow up as many of these Terminator factories as you can!

MISSION #4

The fourth mission is certainly one of the most difficult in the entire game. Not only must you run through heavily guarded areas and break into SkyNet to destroy its defensive grid, but you must accomplish the mission in 18 minutes or less. If you take longer than 18 minutes, you will be pulled out of the mission.

Frankly, the best you can hope for on this mission is merely to survive. Move very carefully through the maze. The entrance to the complex is at 29, 111, meaning that you have to run through a huge piece of enemy real estate. Between each section, SkyNet has placed Sentinel towers to bar your progress. The first ones are relatively weak; a few shots with a PPC 100 watt cannon will take them down. However, further into the mission, you will meet up with the incredible Eradicators. Avoid these tank-like Terminators and run for your life. When you approach the complex, Eradicators will dog your steps and the Sentinel placed in front of the entrance is tough to kill. Use fusion grenades and both barrels of your guns to get through it. Be sure to memorize the access code, because there won't be time to look for it when you find the doorway!


PPC 100 WATT
FUSION: 4
PPC 100 WATT
TTAS
ARMOR
COMP/TECH
15:38
ERAD : ACQUIRED
PPC 100 WATT
PPC 100 WATT

The fearsome Eradicators make their debut in the fourth mission.

Move carefully to find an elevator. Look towards the middle of the first level to find one, since there are none on the perimeter. If you can last 18 minutes, you're doing well.

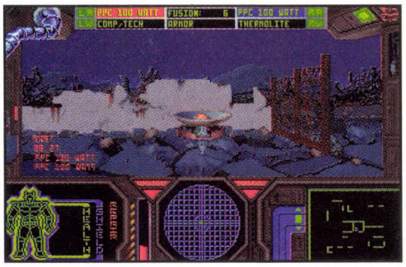
TTAS
OFFLINE
ARMOR
PPC 100 WATT
COMP/TECH

This would be a great time to use the repair kit in your inventory!

MISSION #5

Merlin is missing, and should he fall into SkyNet's hands, the Terminators would have virtually every scrap of information regarding the resistance's base. To rescue Merlin, Connor is sending you in to retrieve data from three transponder units. It is hoped that Technician Sterner will be able to triangulate Merlin's position from the data.

The three transponders are located at 89, 27; 131, 99; and 25, 87. They are fairly spread out, but you do not have a time limit in this mission. When gearing up, make sure you bring along a TTAS system to distinguish between actual resistance personnel and Infiltrators. There are some areas where "resistance" will be quite heavy, and if you kill too many of your troops, Connor will give you a stern warning or worse! This mission isn't very tough, so you should have no problem completing it.


PPC 100 WATT
FUSION: 6
PPC 100 WATT
COMP/TECH
ARMOR
THERMOLITE

To collect the data, simply walk over the transponder.

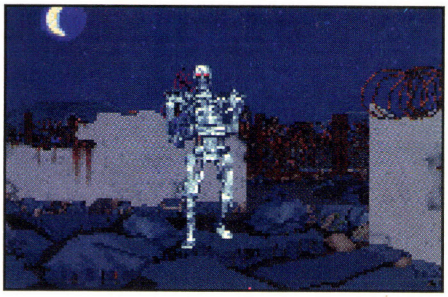
SURVIVAL HINTS

After each mission, Technician Sterner and her team will have worked up some new offensive and defensive toys for you to play with. Before attempting the next mission, take a couple of runs through the training ground to get accustomed to them.

During a mission, two of your weapon slots should carry the highest level PPC available. Since these weapons do not have a number of rounds, they will be your main weapons throughout the game. Firing two at a time will take care of opponents in short order. It is best to put one PPC on each side of the A.C.E. armor, since a hit on one side of your body can damage all systems mounted on that side.

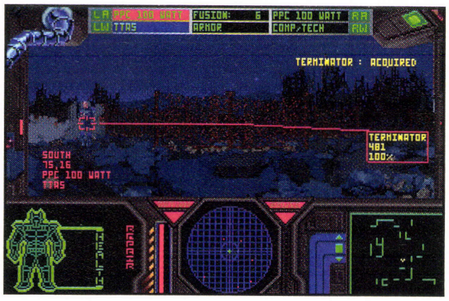
If you are a missile user, the quicklock is very handy. However, it will only track one opponent at a time, so after launching a missile, change weapons until the missile hits.

When your armor gets damaged, the read-out on the lower left of the screen will show you where you took damage. Systems in yellow are moderately damaged, systems in red have heavy damage, and systems that are flashing red are critical. When repairing, lower all of the flashing red areas to at least red. Then, take care of your PPC's if they have been damaged. While repairing, enemy units will occasionally appear on-screen, and damaged weapons do not fire as effectively. Fixing your weapons first can save your life in a tight spot.


Though tough at first, Terminators can be killed with two shots of a 100 watt PPC.

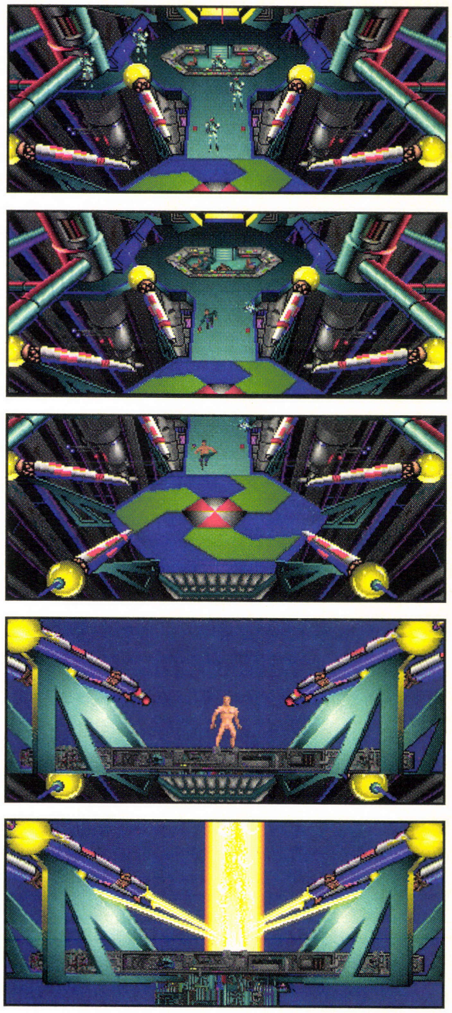
When confronted by a horde of enemies, DO NOT backup and fight them. If you do, moving back to where you first encountered them will more often than not bring in more enemy units. When in doubt, click on your automap and run through.

Infiltrator Terminators are one of your toughest opponents, because they look exactly like regular personnel. Walk with care around them! They will not fire at you until you are within close range, so large groups can be avoided easily. When the TTAS becomes available, take it on any mission that will bring you in contact with resistance personnel. Shooting your own people is strongly frowned upon, and the TTAS will allow you to tell the difference.



The TTAS will tell you if a resistance team member is really a Terminator.

On any mission that takes place wholly underground or has significant portions of the action underground, do not take missiles. Missiles will not work inside the various complexes you will infiltrate. For explosive power, stick to fusion and scatter grenades.


After one mission, Kyle Reese will be sent back in time!

On a final note for missiles, do not shoot them at Sentinel towers or other stationary targets. Missiles will not track them.

On each mission, you have a repair kit that will take care of all current damage. Don't be afraid to use it! You will have a restock for missiles and grenades. When you run out the first time, use it right away! There may not be time to access the repack in the middle of combat. These kits are usable only once per mission.

-Steve Honeywell

John Connor will brief you before each of your missions.

Sterner and her team will keep you updated with new weapons advances.

"Merlin" Altorrez is one of the best teachers you could hope for!

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The Computer Game

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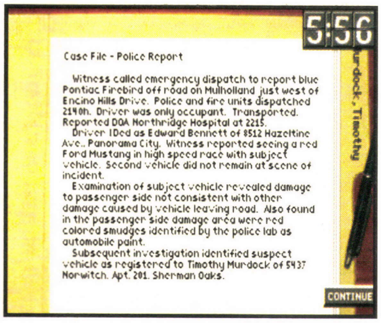

Case File - Police Report

Witness called emergency dispatch to report blue Pontiac Firebird off road on Mulholland just west of Encino Hills Drive. Police and fire units dispatched 2140h. Driver was only occupant. Transported. Reported DOA Northridge Hospital at 2215.

Driver IDed as Edward Bennett of 8512 Hazeltine Ave., Panorama City. Witness reported seeing a red Ford Mustang in high speed race with subject vehicle. Second vehicle did not remain at scene of incident.

Examination of subject vehicle revealed damage to passenger side not consistent with other damage caused by vehicle leaving road. Also found in the passenger side damage area were red colored smudges identified by the police lab as automobile paint.

Subsequent investigation identified suspect vehicle as registered to Timothy Murdock of 5437 Norwitch. Apt. 201. Sherman Oaks.

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- *Negotiate with opposing counsel.*
- *Look for legal loopholes.*
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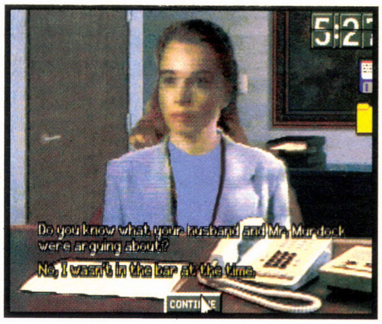
- *Seek the advice of partners like Arnie Becker, Grace Van Owen and Douglas Brackman.*

IN THE COURTROOM:

- *Examine witnesses.*
- *Make objections.*
- *Request a recess.*
- *Ask for a continuance.*
- *Move for a directed verdict.*
- *Demand a mistrial.*

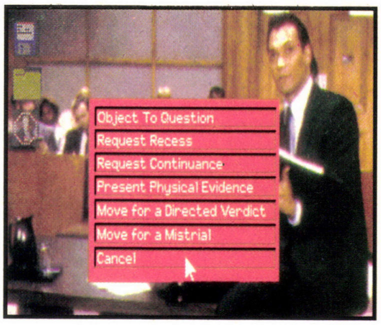
Win enough cases and Leland retires– leaving the firm in your hands!



Do you know what your husband and Mr. Murdock were arguing about?

No, I wasn't in the bar at the time.

Your pretrial efforts are judged in realistic courtroom scenes.



Are you destined to be an associate forever... Or do you have what it takes to make partner?

CIRCLE #146 ON READER SERVICE CARD.

REQUIREMENTS: IBM and 100% compatible 286/386/486 PC Systems with 640K RAM and hard drive. MS-DOS 2.1 or higher. EGA 16 colors and VGA 256 colors. Supports SOUNDBLASTER, Roland MT-32, AdLib, SoundMaster and PC Speaker. Mouse recommended.

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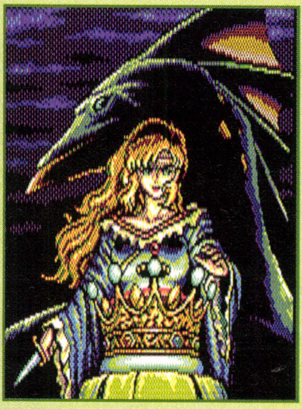
GEMFIRE™

Once the land of Ishmeria knew the gentle touch of peace and prosperity. The benevolent Queen ruled her kingdom with the magic of a powerful enchanted crown, which she used to aid her subjects. The seven gems which adorned the crown contained the spirits of six powerful wizards and an evil fire dragon. These mighty forces allowed the caring monarch to nurture her kingdom and overcome any trials that faced it. However, when the time came for the Queen's son, Eselred, to take up the mantle of rulership, he abused the power of Gemfire for his own purposes. Under his rule, the kingdom fell into neglect and the populous began to worry about their future. One stormy night the sea dragon, Pastha, appeared before Eselred's daughter and pleaded with her to save Ishmeria. Rushing to her father's room, Princess Robyn grasped the crown and began to hurl the gems into the night sky. She had freed all of the wizards when the King discovered her. Knowing that they must find someone to overthrow the king and restore the peace to the Ishmeria, the six enchanters split up and offered their services to the noble families of the land. Thus began the battle for Gemfire.



The road to the throne of Ishmeria is fraught with danger. You will have to overcome the other noble's houses and capture all of the territories before you can place the crown upon your head. Since each of the other factions is trying to accomplish the same thing, this is not all that easy.

The key to success in the conquest of the kingdom relies heavily on maintaining a strong force of men in all of your territories. At first, you will need to concentrate on strengthening the areas that you begin with. Once they are able to withstand attacks from neighboring countries, it will be time to start expanding your borders.

Prince Erin of the Noble House of Blanche

Political Power:	82
War Ability:	87
Charm:	76

Starting Provinces: Scenario 1: 3-4-5, Scenario 2: 4-5-6-12, Scenario3: 3-4-5-6-11-12, Scenario 4: 3-4-5-6-10-11-12

Prince Lars of the Noble House of Coryll

Political Power:	78
War Ability:	72
Charm:	69

Starting Provinces: Scenario 1: 25-26

Prince Garth of the Noble House of Chrysallis

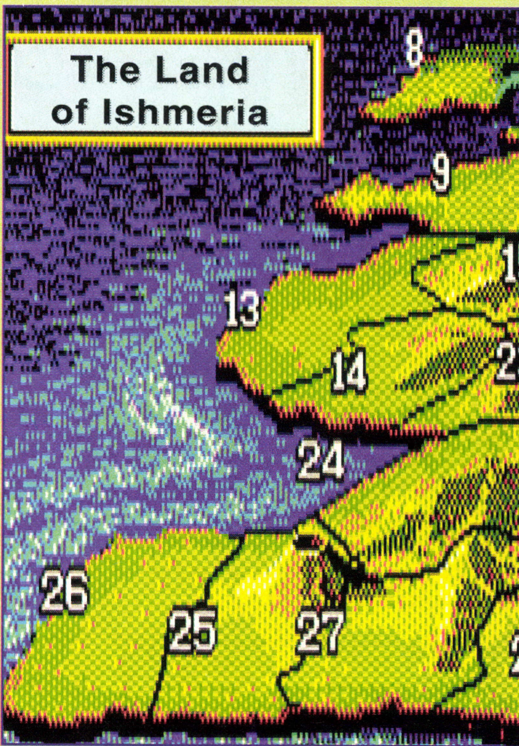
Political Power:	52
War Ability:	67
Charm:	58

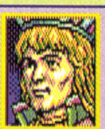
Starting Provinces: Scenario 1: 8

Prince Erik of the Noble House of Flax

Political Power:	81
War Ability:	76
Charm:	71

Starting Provinces: Scenario 2: 25-26-27





Prince Leander of the Noble House of Molbrow

Political Power:	68
War Ability:	64
Charm:	69

Starting Provinces: Scenario 2: 9-13-14

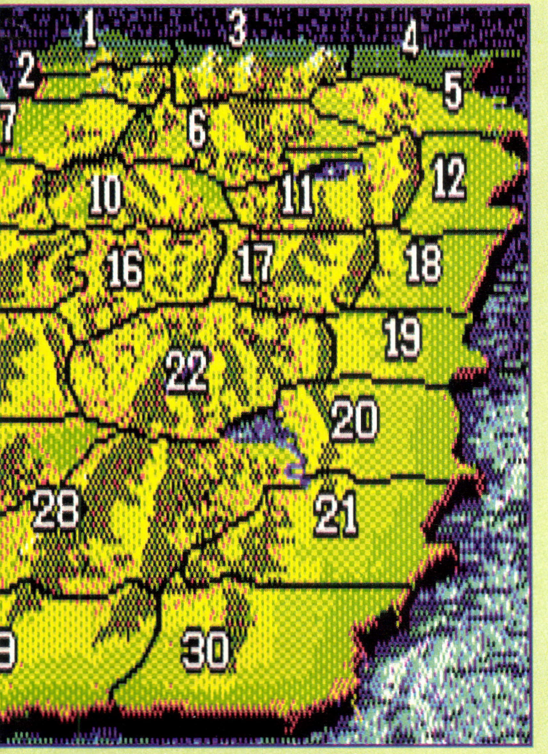
Which scenario and house you choose will determine which territories and wizards you will start with. Obviously, the more land you control, the stronger you will be. You can use this as sort of a guideline for the difficulty level. If you do not have at least one wizard, you will be placed at an even greater disadvantage. This is due to your lack of a strong initial fifth unit. For example, if you are playing the Terian's War scenario as Erven, who has no wizard and only two countries, you will have a harder time than if you started as Ander with two wizards and six countries. No matter which scenario you play, the King will be your most difficult opponent and very likely the last to fall.

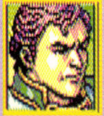
You begin the game with a reasonable amount of food, gold and men in each territory. There will be enough men to protect the area for awhile, but not enough to attack other countries without leaving yourself too weak. Use your money to hire more troops for each province. If you think you can spare it, you can sell some of your food to receive more money. Only do this if the prices are high, so that you can get the most for your money. Remember that you also need food and gold to attack, so keep enough for that purpose.

Prince Ander of the Noble House of Lyle

Political Power: 88
War Ability: 85
Charm: 74

Starting Provinces: Scenario 1: 2-6-7, Scenario 2: 1-2-3-7, Scenario3: 1-2-7-8-9-10, Scenario 4: 1-2-7-8-9-13





Prince Terian of the Noble House of Tate

Political Power: 80
War Ability: 82
Charm: 75

Starting Provinces: Scenario 3: 13-14

Next, use your view command to find out which territories around you are the weakest. These should be your first targets. Another thing that should be taken into consideration is if a given territory will allow you to expand your perimeter without leaving weakened areas behind you. In other words, if you owned 1-2-3-4 and 6, then you could attack 5 and move all of the resources from 3 and 4 forward without having to worry about them being attacked. On the other hand, in the above situation, if you did not have territory 4 then you would have to keep your forces in 3 and 5 more equal to prevent attack from there. If you continue to move forward using this method, you can form a strong outer "shell" to which you can transfer all of the resources from the inner protected countries. When you are preparing to attack, you should also decide if you wish to hire a fifth unit to aid your attack. Some factors to consider in this decision are the cost and what kind of opposition you are likely to be facing. If you are outnumbered or facing a strong fifth unit, you will need some powerful back-up to help you out.

Prince Erven of the Noble House of Tordin

Political Power: 61
War Ability: 68
Charm: 80

Starting Provinces: Scenario 3: 29-30

Prince Eadric of the Noble House of Tudoria

Political Power: 93
War Ability: 68
Charm: 96

Starting Provinces: Scenario 4: 25-26-27

Prince Loryn of the Noble House of Divas

Political Power: 82
War Ability: 93
Charm: 77

Starting Provinces: Scenario 4: 17-18

While your front line lands are taking care of the expansion and protection of your realm, you can perform different tasks with the others. If you leave enough money behind, they can be used to recruit new troops and hire monsters to advance to the outer territories. When you are up against areas that are a bit tougher to crack, use the sabotage command to try to weaken their land. It probably will not work very often, but every little bit helps. Once you feel you will not need to use a certain province again, you can entrust it to a vassal's care.

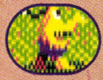
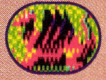
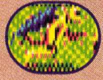
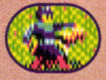
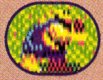
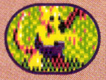
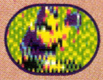
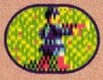
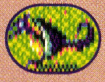
During your campaign, you will probably find yourself running low on precious resources like food and gold. The easiest way to replenish your supplies is to take over new countries and thus any resources that are currently in that area. You can also plunder neighboring provinces, but view them first so that you can loot the wealthiest one. Your territories also harvest their crops once a year. This brings in a new load of food and money which can be transferred to your perimeter. For this reason, you may want to keep all of your areas under your own control. Your vassals are not likely to add their food and gold to your war effort by themselves. The amount each area gets is proportional to the level of crops they have. This can by increased by cultivation.

If you have good diplomacy skills, you may be able to capture territories with a minimum amount of bloodshed. Sometimes you can charm the vassals of opposing houses into defecting to your side. You can also intimidate noble families into surrendering to you if you are significantly more powerful. Form an alliance with a strong prince to keep from having to fight him until you're ready. Also, do not hesitate to break an alliance for a better one.

Battle Tactics

The Fifth Unit

The fifth unit is the most important. The right one can turn the tide of battle in your favor. They are almost always worth the hiring cost.

Bugbear	Strength: 100 Ranged Attack: N Movement: 3	 Fachan	Strength: 100 Ranged Attack: Y Movement: 3
 Dragon	Strength: 160 Ranged Attack: Y Movement: 2	 Gargoyle	Strength: 120 Ranged Attack: N Movement: 3
 Gunner	Strength: 150 Ranged Attack: Y Movement: 3	Lancer	Strength: 180 Ranged Attack: N Movement: 3
Lizards	Strength: 110 Ranged Attack: N Movement: 3	 Ogre	Strength: 100 Ranged Attack: N Movement: 2
 Olog-Hai	Strength: 110 Ranged Attack: N Movement: 2	 Orks	Strength: 100 Ranged Attack: N Movement: 3
Pikemen	Strength: 150 Ranged Attack: N Movement: 3	 Shooters	Strength: 150 Ranged Attack: Y Movement: 3
Skeletons	Strength: 100 Ranged Attack: N Movement: 2	Spearmen	Strength: 150 Ranged Attack: Y Movement: 3
Warriors	Strength: 180 Ranged Attack: N Movement: 3	 Wyvern	Strength: 150 Ranged Attack: N Movement: 3

Whenever you go into battle, you will need to have a set strategy for success. There are a couple of ways to achieve victory. Eliminating the enemy forces or causing them to retreat will give you the victory. You can also capture their flag (which represents their headquarters) with any one of your units. If you have the men to easily overpower his army, you might as well just destroy him. Use flanking and rear attacks to increase the effectiveness of your attacks and reduce the damage that you take. You should also use your archers to soften enemy units up before your other units attack them.

If your strength is more even, or if you are at a disadvantage, you will have to use more planning to try to sneak around his units and get to the flag. However, be sure to leave one or two units behind to guard the flag. The best choice for that duty is your knights, because they are able to build fences to slow down the opponent. The enemy will usually leave behind at least one unit to guard the flag. Move the archers into a position where you can attack the defender (preferably in a flank or rear position). From here, you can chip away at the unit safely until your other units can move in to take the flag.

Even more tactics are necessary when the fifth unit factor comes into play. The presence or lack of a strong fifth unit will commonly indicate the likely outcome of any given conflict. The most powerful fifth units are the wizards. You may start with one or two wizards at the beginning of a scenario. Instead of hiring them like an ordinary fifth unit, to get more you have to completely conquer one of the noble houses. The disadvantages of wizards is that after they are used, they will be unavailable for three months afterward while they recharge. Also, every time they attack, they slightly weaken themselves. On the other hand, wizards do not cost you anything, can be used from any of your territories, and return at full strength after three months, no matter how badly they were hurt.

Fifth units can be very effective at wading through enemy troops and either destroying them or getting to the flag. Try to avoid engaging enemy fifth units as they can slow you down and weaken you.

A couple feint moves can be used to capture territories with less effort. Try moving just a couple men in with a really strong ranged unit, like a fachan or shooters. Your ranged units can move in and blow away the opposition and capture the flag for any easy win. Be sure to move in additional troops to prevent the enemy from taking it back. Even if you are unable to capture the territory, you will be able to do a lot of damage to his army while suffering only minor losses yourself. Wizards work well for this tactic. You can also send a small group into enemy territory just to force them into using their wizards. Once they have done that, they will have to do without them for three months. Try to keep a variety of fifth units available, so this cannot be done to you.

It is a good idea to concentrate on one group of territories at a time, because the princes often have gems with wizards which you get when you defeat them. The more wizards you possess, the easier it will be to attack the enemy and defend your own lands. ***-Alex Rees***

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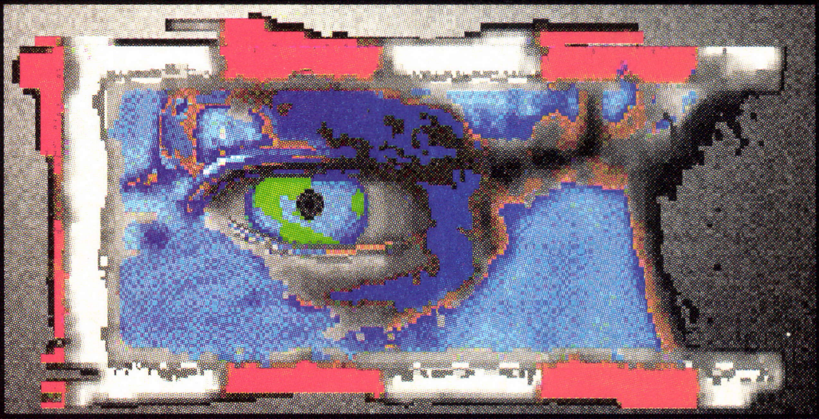

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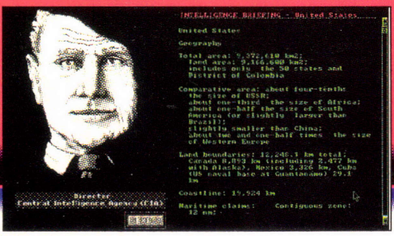

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INTELLIGENCE BRIEFING - United States

United States

Geography

Total area: 9,372,610 km2;
  land area: 9,166,600 km2;
  includes only  the 50 states and
  District of Colombia

Comparative area: about four-tenths
  the size of USSR;
  about one-third  the size of Africa;
  about one-half the size of South
  America (or slightly  larger than
  Brazil);
  slightly smaller than China;
  about two and one-half times  the size
  of Western Europe

Land boundaries: 12,248.1 km total;
  Canada 8,893 km (including 2,477 km
  with Alaska), Mexico 3,326 km, Cuba
  (US naval base at Guantanamo) 29.1
  km

Coastline: 19,924 km

Maritime claims:    Contiguous zone:
  12 nm;
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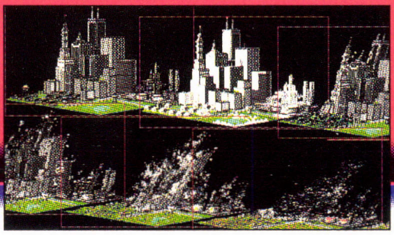

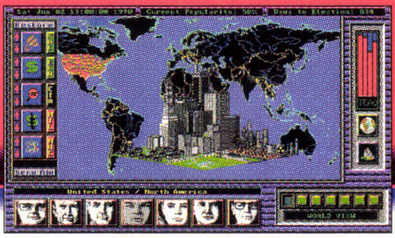

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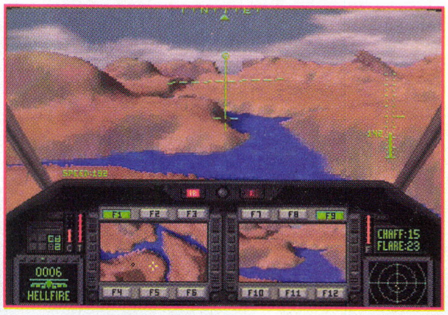
CIRCLE #130 ON READER SERVICE CARD.

COMANCHE MAXIMUM OVERKILL

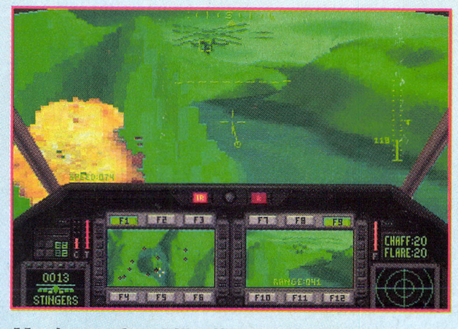
by NovaLogic

If the armed forces of the Untied States are faced with rampant aggression in the European or any other theatre, we will send our forces to halt the destruction of innocent lives and personal property. One of the fighting machines that will be used in such an event is the Boeing-Sikorsky RAH-66 Comanche airship. Although the Comanche is still under development, it is already being hailed as a significant achievement in the future of modern military warfare: "Instead of large armies massed behind discrete lines, the non-linear battlefield disperses small forces for their own protection, then concentrates them for decisive action. It demands timely reconnaissance and accurate long-range firepower to strike deep and shape the situation before the decisive battle. The Comanche flies armed reconnaissance, light attack and air combat missions in a fast-moving war " (Frank Collucci, *About the Comanche*).



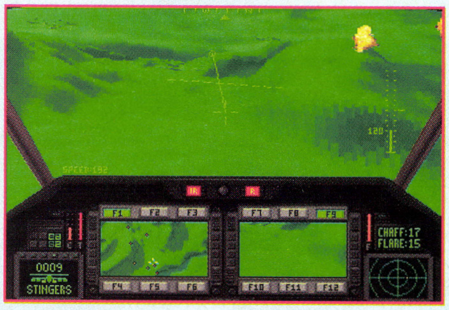
Ah, what beautiful scenery! Your mission objectives will send you all over the world.

Seeing as this machine will be playing a vital role in the future of the United States Army, NovaLogic decided to build and all-new strategic combat flight simulation around this extraordinary helicopter–the final result is Comanche Maximum Overkill.



Maximum Overkill offers an incredible night visiononics graphics system.

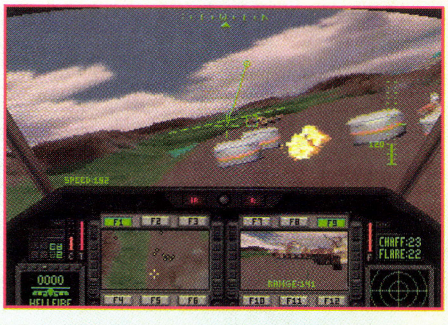
As the Comanche will be used primarily as a scout ship for Calvary squadrons or attack battalions, NovaLogic designed the game to fit into these standards. The ship's ability to fly low and fast with unbelievable maneuverability put it at the cutting edge of US Army Aviation. In light of the Comanche's design and proposed usage, NovaLogic's Maximum Overkill allows the player to fit in the cockpit of one of these machines and to experience first-hand the thrill and challenge of piloting a Comanche on the prowl.



Direct hit! Use the artillery backup to destroy stationary targets with little risk.

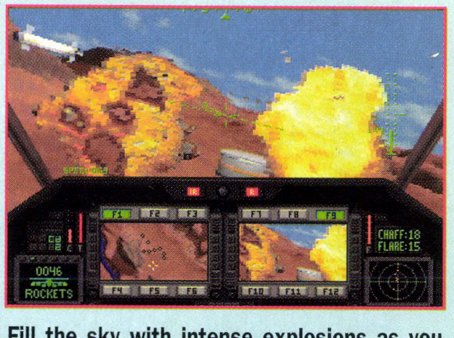
As the game begins, the player must first choose which control scheme to use. The simulation can be controlled entirely from the keyboard, or a joystick may be added for extra realism. Comanche Maximum Overkill supports the Thrustmaster joystick and the Thrustmaster Weapons Control Systems, and the **CGR** staff recommends using them. Rudder controls are also supported, but do not add any noticeable control to the simulation.

The player is now faced with actually learning how to fly one of these nine million dollar beauties. The first series of missions are designated for training purposes. The initial mission is dubbed "Oil Tank Holiday." In this mission, the player will not encounter any enemy combat vehicles. The mission goal is to destroy the unguarded oil tanks. Obviously, this mission is a cakewalk, but it is also very important. The player should use this mission to learn how to fly the Comanche, paying particular attention to the Collective and Cyclic control schemes. Flying around in this mission offers no threats, and learning the ropes is easy if no one is sending a missile right to your face.

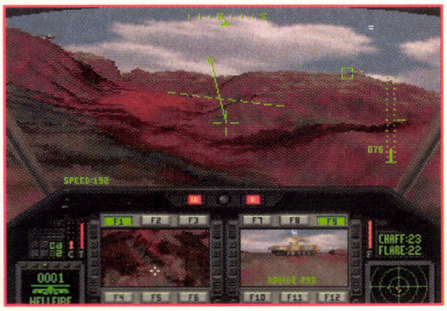


The objectives range from destroying tank brigades to entire fuel depots.

This mission also allows time to become familiar with the advanced weapons the Comanche uses. There are six weapons systems available to the pilot, and each requires practice to learn the necessary techniques and tactics. Remember, the number of weapons available depends on the severity of the mission. When using the AGM

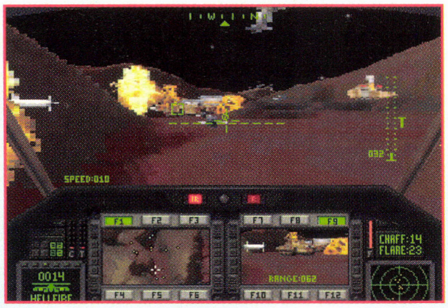


Fill the sky with intense explosions as you lay waste to the enemy's fuel supply.



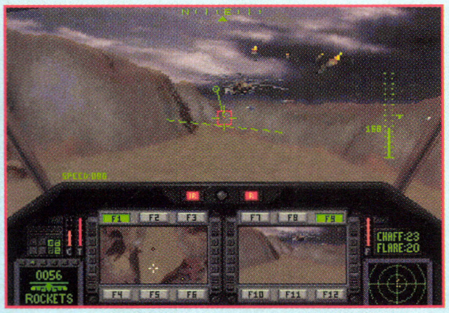
The Comanche is designed to take a lot of punishment, including intense heat!

114 Hellfire missile, the player should keep the TAS (Target Acquisition System) cursor on the desired vehicle until said unit is destroyed. By using the LCD Tactical Display Monitors, the pilot will know when his intended target is destroyed. A "Target Destroyed" message will be audibilzed upon destruction. If the pilot selects another target after firing the Hellfire, the missile will lock-on to its new destination. The Hellfire, being the most powerful on-board weapon, can destroy all enemies, but are most effective on the T-70 tanks and A-6 Gecko mobile missile launchers.



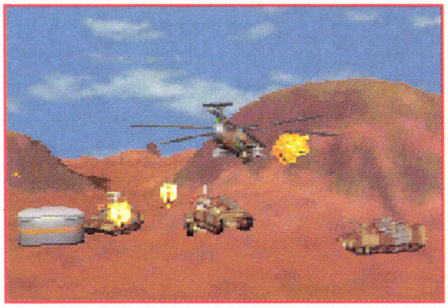
Flying through low valleys at high speeds is a sure way to attract enemy fire.

The AIM-92 Stinger missile is a "fire-and-forget" weapon. Once locked onto a target, the Stinger will hunt it down and destroy it while the pilot can select another target for destruction. Stingers are notably effective on the Ka-50 Werewolf helicopters.



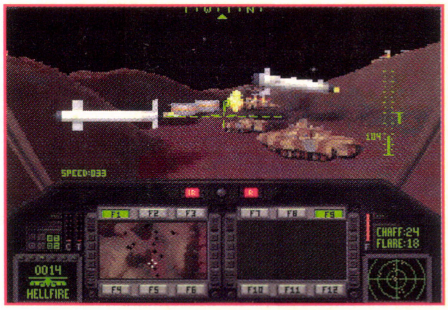
Learning the capabilities of each weapon system is invaluable in heavy combat.

Lethal up to 2 km, the 70mm rockets pack flechette warheads that fill the sky with nails out to 1 km. Rockets are very useful on strafing stationary targets, but they are slightly more difficult to control, as the TAS system is not utilized. They fire straight out in front of the Comanche, and the pilot must use his expertise to send the enemy this special present.



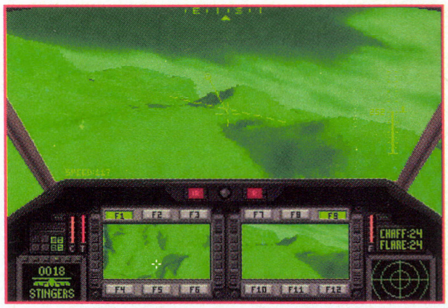
An exterior viewing option allows the player to see the entire combat scene from afar.

When available, the most effective weapon against stationary or close-knit ground targets is the 155mm Artillery rounds and Multiple Rocket Launch Systems. The Comanche pilot selects a target, and the coordinates are automatically sent to the fire missions unit. Huge rounds cascade form the sky, obliterating enemies in a large area.

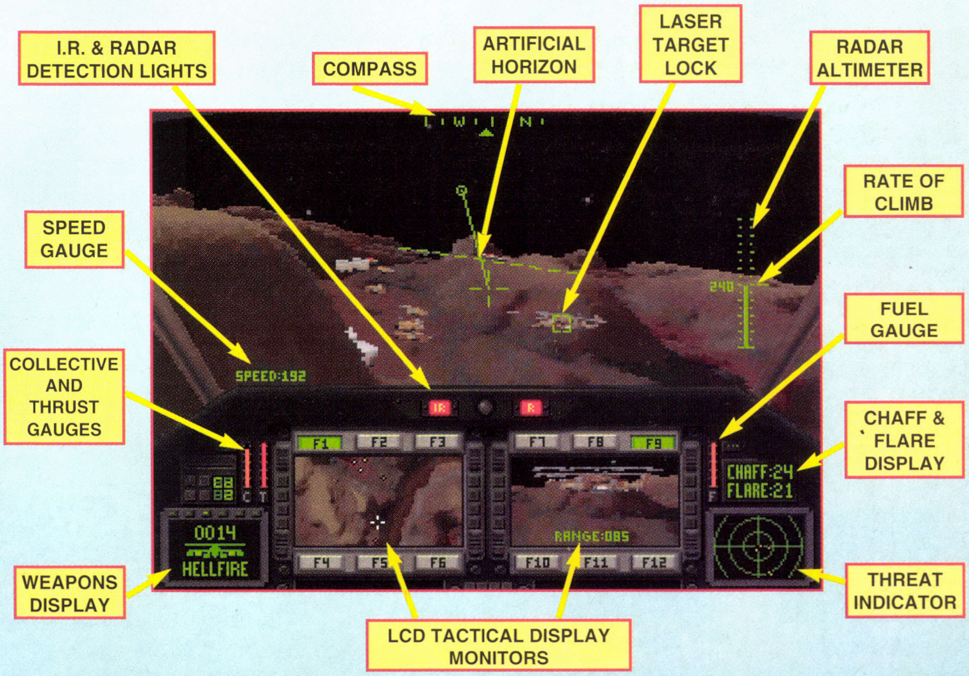


Be cautious! Any unready pilots who stumble on a nest of T-70s will pay the price.

The 20mm Gatling Vulcan Cannon fires 1,500 rounds per minute at ground or air targets. It is accurate at short and medium ranges, and will continue to fire as longs as the button is pressed. Use this weapon sparingly–it will come in handy if the pilot depletes his other weapons. The closer the Comanche is to the target and the lower the approach speed, the more effective this weapon becomes. It utilizes the TAS system to its fullest potential.



Do not pay attention to the eerie nighttime scenery. Enemies lurk everywhere.


I.R. & RADAR DETECTION LIGHTS
COMPASS
ARTIFICIAL HORIZON
LASER TARGET LOCK
RADAR ALTIMETER
RATE OF CLIMB
SPEED GAUGE
FUEL GAUGE
COLLECTIVE AND THRUST GAUGES
CHAFF & FLARE DISPLAY
WEAPONS DISPLAY
THREAT INDICATOR
LCD TACTICAL DISPLAY MONITORS
SPEED:192
CHAFF:24
FLARE:21
RANGE:085
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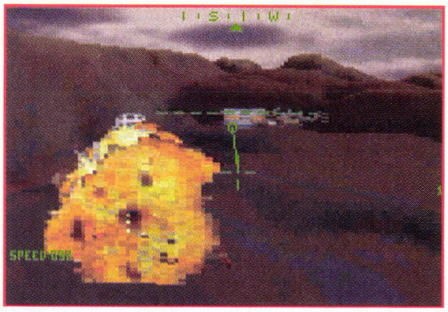

The Comanche's incredible maneuvers allow the player to swoop in and destroy targets.

In addition to all of this weaponry, some missions will necessitate a wingman. The player's Comanche will select a target, and the wingman will fly in to obliterate it. This is sometimes tricky, because the TAS targeting system allows the player's ship to target the wingman. If the player is not paying attention, he/she may accidentally shoot down the wingman. Caution must be used when a wingman is utilized in a particular mission.

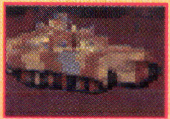
The Comanche is not without its own counter-measures, and NovaLogic incorporates chaff and flare release options into the simulation. If the on-board computer detects an Infra-Red guided signature, it will automatically release magnesium flares to fend off the enemy heat-seeking missiles. If the computer senses that radar is tracking the ship, it will emit reflective chaff that will (hopefully) deviate the radar-tracking abilities of the incoming missile.

Throughout every mission, a computerized voice will inform the pilot of damage control and will confirm if a target is destroyed. The Comanche is equipped with a threat indicator display that will show the pilot the current tracking of incoming enemy missiles. In addition, two Tactical Display monitors are located in the bottom center of the cockpit display . These two screens are very important, as they display vital information about the mission.

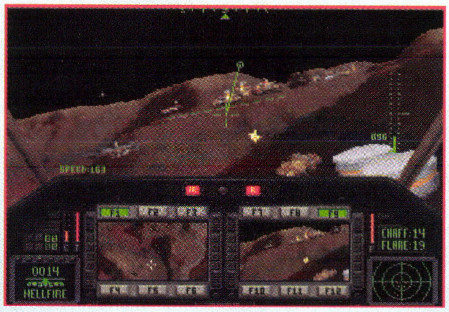
MEET THE OPPOSITION

Ka-50 Werewolf

SA-8 Gecko


T-70 Tank

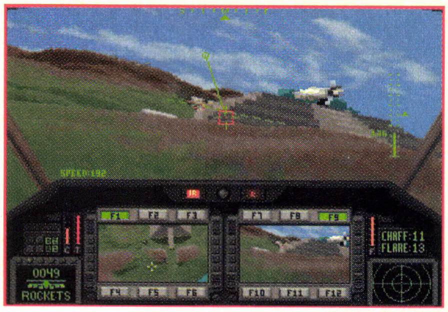
There are six different screens available on the Tactical Display. Perhaps the most important is the digital overhead map. This map shows a top-down view of the area surrounding the Comanche. Ground enemies are identified by yellow dots, while air hostiles are marked by red circles. Fuel tanks show up as stagnant white circles. The map can be expanded or compressed by pressing the appropriate keys. It is often most helpful to keep the digital overhead map at maximum outward zoom. This provides the widest range of viewing for the pilot. Most importantly, the pilot must center his/her attention on the flashing circles. If any colored circle is blinking on and off, they are considered primary mission objectives. These targets must be destroyed in order for the player to advance to the next mission. It is important to keep this in mind, as the Comanche is often equipped with just enough firepower to destroy the mission objectives, and can't destroy each and every enemy it encounters.



Keep an eye on the Tactical Display screens to locate the primary mission objectives.

The TAC also displays the TAS tracking system. This view shows the targeted enemy, its range, and switches to a "missile's-eye-view" of the action when a missile weapon is fired. This screen will relay the path of the missile until it explodes.

Another screen available on the TAC display is the Mission Status display. When this display is selected, the pilot receives an update on the mission's progress. It displays the total number of mission goals, and the number of goals remaining. This is handy when closing out a mission–it allows the pilot to search out and destroy the number of targets he knows are left.



Expert flying skills must be utilized when flying near obstacles and evading missiles.

Naturally, there is also a Damage Status display. Using an icon representing the Comanche, this window will report on what parts of the ship are in working order, and those that have been damaged during battle.

Lastly, an expanded-view threat indicator is available through the TAC monitors. It functions in the same manner as the full-time threat indicator located in the bottom right of the screen, showing the number and angles of incoming missiles. Although the aforementioned defensive measures help to prevent damage to the Comanche, if the pilot receives an incoming threat, he/she should immediately perform an evasive maneuver. Swooping down behind an outcropping or diving into a gully will reduce the chances of a direct hit.

Only the best pilots will complete the training missions, and only the elite will rise to face the challenge of Operation Maximum Overkill. This operation throws every kind of enemy at the pilot, and plenty of them. Use your weapons wisely! ***–Tim Ostermiller***

Mayday! Mayday! Although the Comanche is tough, it is not invincible.

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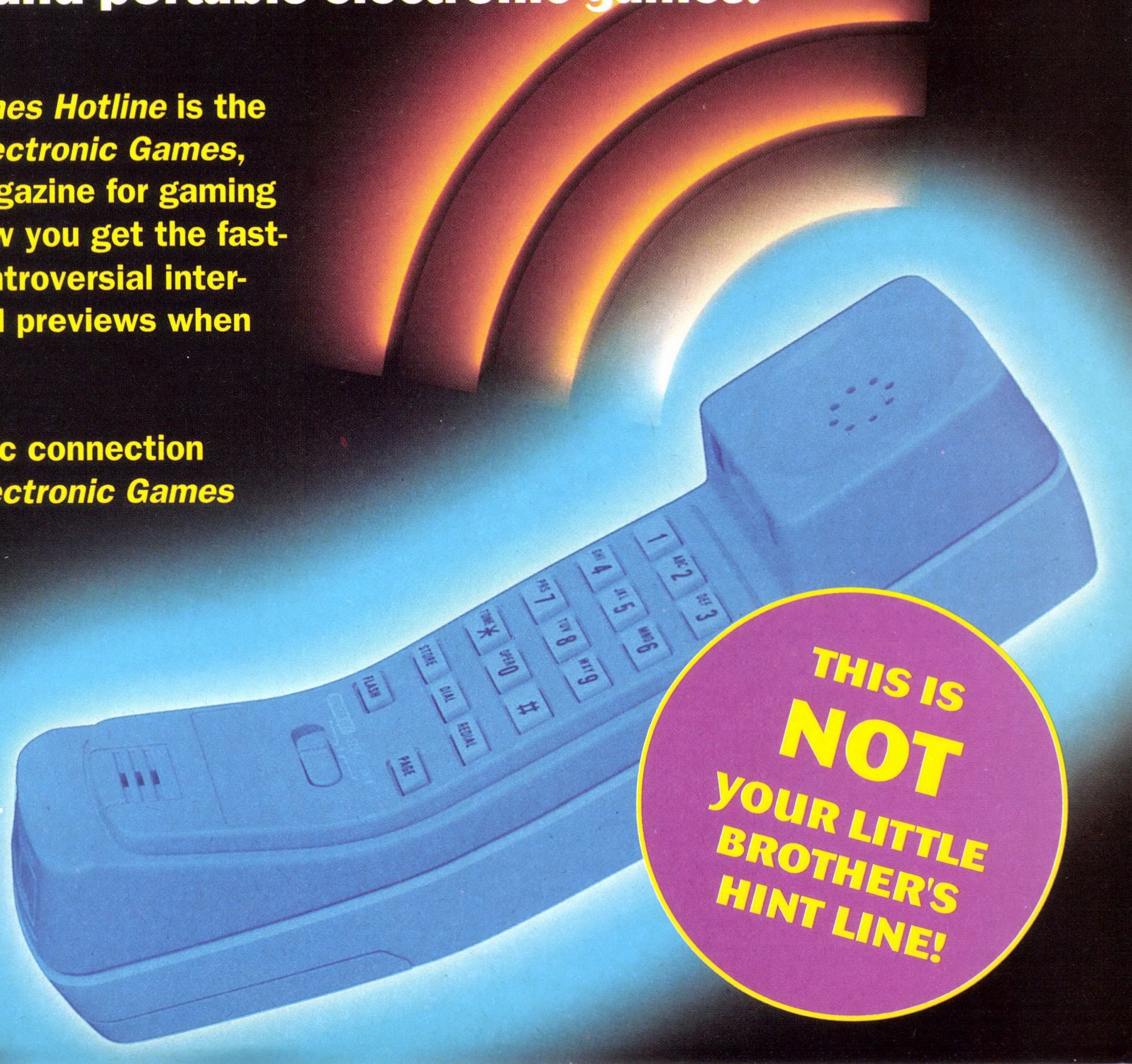

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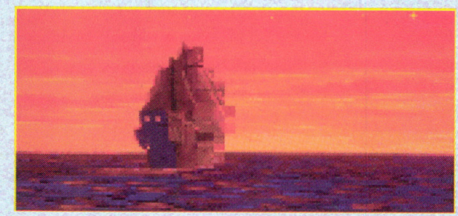
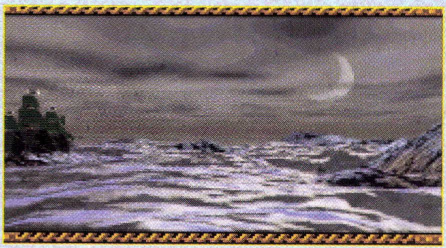
King's Quest VI

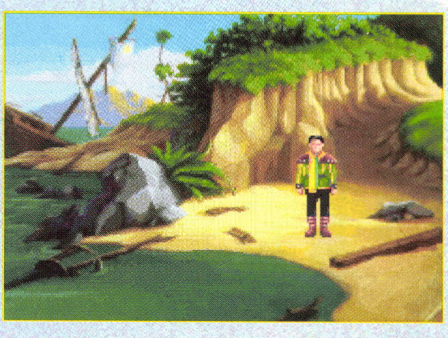
by Sierra

The long awaited sequel is here: Kings Quest VI: Heir Today, Gone Tomorrow! After a shipwreck, Prince Alexander must navigate his way through a series of islands, each one with different puzzles to solve and danger to avoid!

After a long talk with your mother, you, as Prince Alexander, decide to set out on a journey that will take you across the seas for three months. By navigating with the stars as your guide, you eventually see land. You and the crew rejoice, but the weather turns bad and day turns to night! Your crew fights the waves that are crashing onto the ship, but alas, your effort is in vain. Worst of all, before you give the order to abandon ship, it splits apart! During the wreck, you lose contact with the rest of the crew. You can only hope that they survived. You awaken on shore, thankful that you've made it to a safe haven.



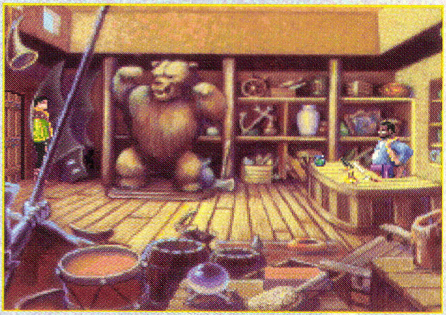




With your battered ship in the background, it is up to you to find out where you are!

There are two items you can find here on the beach. After you have found them, go to the north. There is a fork in the road here. It really doesn't matter which way you go. The castle is to the right and the bazaar is to the left. You will be met at the gate of the castle by guard dogs. After asking the guard dog if you can see the princess, you must show proof of who you are. You already have the item–it is the ring you found on the beach.

You're taken to the Vizier Abdul Alhazerd. It's pretty evident that Alhazerd is lying, but he dismisses you. The next place to hit is the town. Go back to the fork in the road and go west. You first want to talk to the lamp peddler. After your conversation with him, take a look around the pawn shop. If you look on some of the shelves in the back, you can see some items used in previous King's Quest games. This is one of the main places to visit in the game.

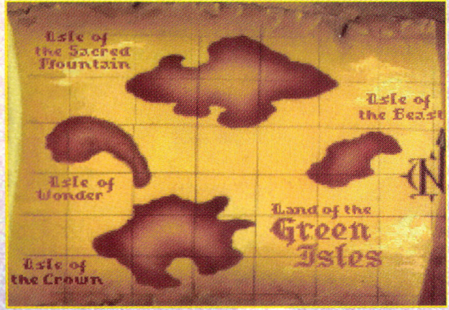


The first time you enter the pawn shop (or any other place), be sure to talk to the owner until he starts repeating himself. Look at the counter here. There are several items of interest, but the one you should look for first is the nightingale. Trade the copper coin you picked up at the beach for it. Now go to the bookstore. Once again, talk to the owner until he repeats himself.

Walk over to the bookcase and find a book on poetry. Read it, and take the page that falls out. There is one more book that you can take in the store!

When you leave the bookstore, go north. Here you have a choice; you can listen to the girl and the mother, or you can just ignore them for now. When you reach the docks, go to the boat and knock on the door. As soon as the shipman answers, talk to him. If you have talked enough to the owner of the bookstore, the sailor will invite you in. Listen to his conversation, and look at everything that isn't nailed down; you will need something he has.

Go back to town and enter the pawn shop. Ask the clerk for the object that the shipman spoke of, and trade your royal ring for it. You now have the magic map. Remember, this map only works near water! Proceed to the fork in the road, and there will now be a bird in the tree. Use an object that you have in your inventory to make friends with the bird. You will have to trust him to be there when you return.



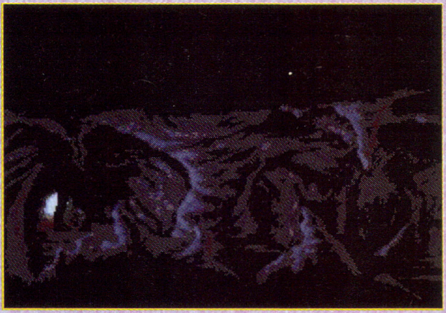
Go to the beach and take out the map. Travel to the Isle of Wonder. Do not walk too far to the north at this time. Talk to the bed of clams, specifically the clam that isn't sleeping. You will have to put him to sleep by reading the book from the bookstore so you can get the pearl. When the clam starts to yawn, grab the pearl. Did you notice the sentence floating here when you arrived? You have to get it. There is only one way to retrieve it–be patient.

Next, pull out your map and go to the Isle of Crown. Take a walk to town and watch as the pawn shop keeper dumps out his trash. Look through the trash and you will find an item. Now, it is time to get your ring back. Enter the pawn shop and trade the pearl for your ring. Also trade the nightingale for the tinderbox. Then go back to the bookstore and talk to Jollo twice. You will have to show him your ring. Remember what he said, and go to the fork in the road. The bird is still there, and you have to give him something. The bird will fly away and take the object to Cassima. When the bird returns, take the ribbon and give the love poem to the bird. The bird will return once more with a note. Read the note, then go to the beach. Open your map and travel to the isle of the Sacred Mountain.

Your love is waiting for the messenger to return with proof of your identity!

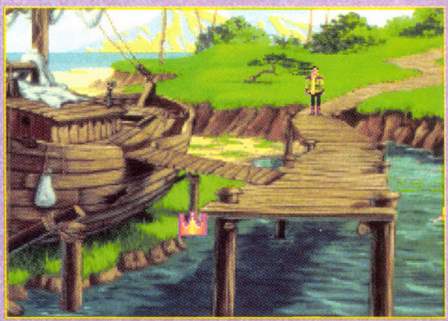
First, take the flower and the feather from the beach. If you cannot figure out the cliff puzzles, use the eye icon on the wall and it will tell you where to look in the manual for the answers. There are five questions to be answered. At the top of the cliff, watch the eyes of the lady. Remember the little boy by the ship on the Isle of the Crown? This should give you a clue of what **not** to do!

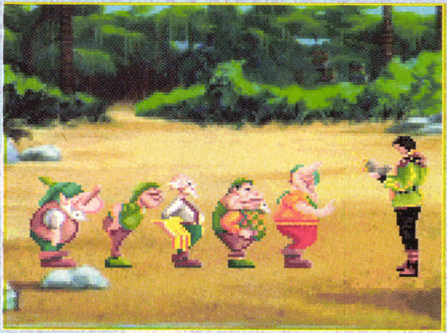
Enter the cave using the hand icon. When inside, use your tinder box. Walk to the other side of the cave and go through the hole. Here, you will see a plant, so take a leaf . Now, go back to the cliff and go north. You will meet the winged people and a quest will be given to you. Do your best to honor it, because it can only help your cause!



Use your map to take you back to the Isle of the Crown. Go to the pawn shop and swap the tinder box for the nightingale. Go to the beach, pull out your map, open it up and go back to the island of Wonder. Since you've already dealt with the clam, the only other place to go is north. As soon as you can, get close to the

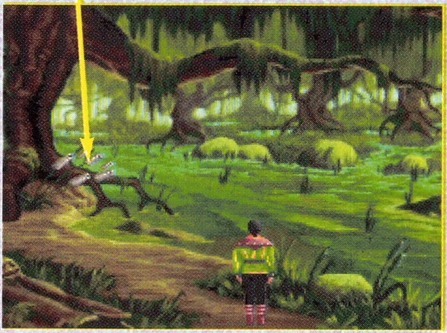
Remember that your magic map only works when you are next to a body of water.



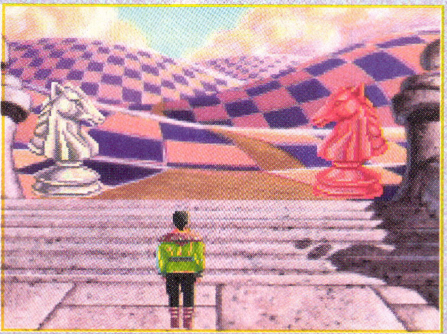


You will meet five guys that guard the Isle of Wonder; pass the tests for access!

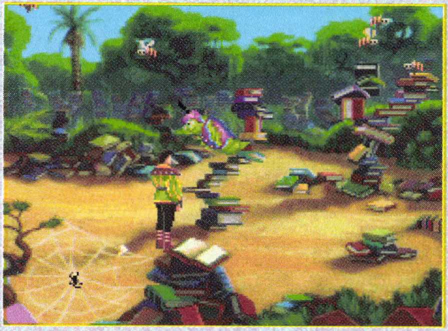
forest; you will be met by five keepers who won't let you by until you can pass their tests. Use the flower for the sniffer, the nightingale for the guy with the big ear, and the mint from the pawn shop to get past the man with the long red tongue. Use the rabbit's foot to get past the character with the rubber glove, and, finally, use the ink on yourself for the last character. You will now be able to go to the north and east. North is as good a choice as any, so take a look up here first. Unless you want to die, do not enter the swamp. Take a bottle of milk from the tree.

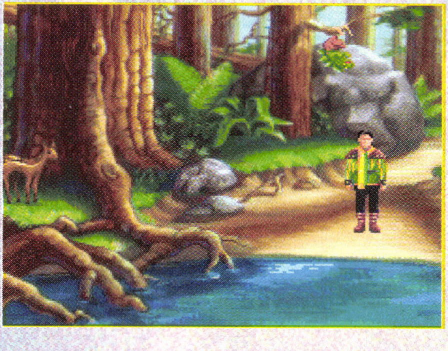


Walk to the west. Here, you enter an interesting garden full of all kinds of veggies, including iceberg lettuce. You can also look at the hole in the wall. Take the iceberg lettuce, then proceed through the door. Talk to the two chess pieces. Two queens will appear and talk to you; after they are done, one of them will leave behind a scarf. Take it, and go back to the beach. From here, go to the east.

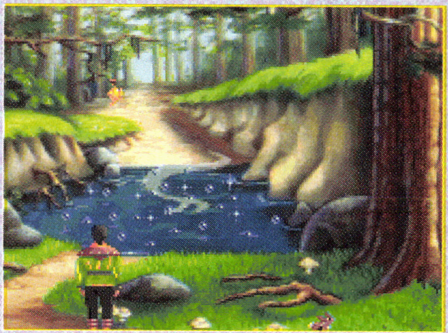


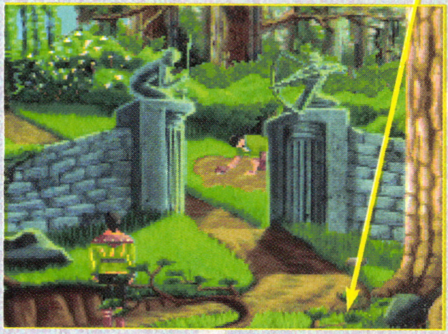
Just look at all of these books! If you get greedy and try to take one, the bookworm will not be too happy, and he'll give you a little lecture. Walk to the beach, open the map and go to the Isle of Beast.





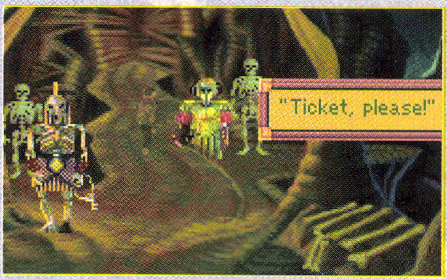
When you arrive on this island, the first thing you will notice is an odd creature hanging in the tree. Talk to him until he repeats himself, then give him the sentence that you picked up earlier. You now have a little passenger. Walk to the north and you will come to a boiling pond. Use the iceberg lettuce to cool off this bubbling liquid. It is still hot, but you can survive it. When you reach the other side of the pond, take the lamp. Go north and ignore the gardener. You will see that same little twinkle in his eye. As you should know by now, anytime you see this twinkle, don't trust the speaker. All you need to pick up here is the brick to the right by the wall. Next, return to the beach, open the map and go back to the Isle of Wonder.





When you arrive, travel to the east and try to take a book again. After the bookworm talks to you, give him the little creature you got from the other island. You now will receive that rare book you have been looking for! Read the book now. Look at the spider web. When the spider is done talking with you, pull on the loose strand of webbing. The spider will run down to fix its web. Take the piece of paper in the upper left hand corner of the web. Quickly read the scrap of paper, and remember the word written on it! Go to the beach, and return to the Isle of the Crown.

Return to the friendly village. There should be a notice on the wall, so take some time to read it. Now, go to the bookstore and talk to Jollo. After talking with Jollo, go to the counter and trade the rare book for the spell book on the front counter. This should get you going on the rest of the quest. Remember, there are many different ways to solve this episode of King's Quest–it is up to you to find the most enjoyable path. Have fun! ***– Rick Zalud***



Oops! You made a wrong turn! Death is a common occurrence in King's Quest VI.

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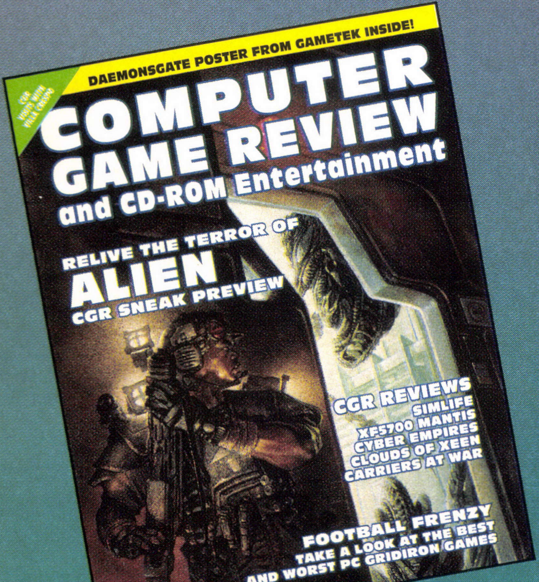
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CD-ROM SHOWCASE

Sherlock Holmes 2

by ICOM
for PC CD-ROM

Two lions and a man named Lyons are killed on the same night. A pair of recently rediscovered art masterpieces are missing. And a wealthy arms manufacturer with an eye for the ladies is found murdered.

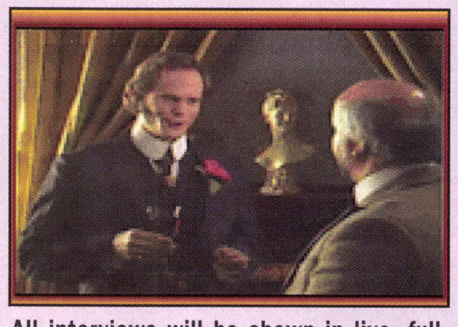
These are the basic plots around which the three mysteries in Sherlock Holmes, Consulting Detective (Vol. II) revolve. Icom's follow-up to its original foray into the adventures of the Baker Street sleuth and his friend, Dr. John Watson, is better than the original in almost every way. First and foremost, the full-motion video is *much* cleaner and brighter. The graphics on the player interface have also been spruced up, and the performances by the cast members are much more professional.

Peter Farley, bearing an uncanny resemblance to Jeremy Brett, portrays Holmes with a crisp efficiency while Warren Green delivers a solid performance as Watson without any Nigel Bruce-style buffoonery. Either Holmes, Watson or both may question concerned parties.

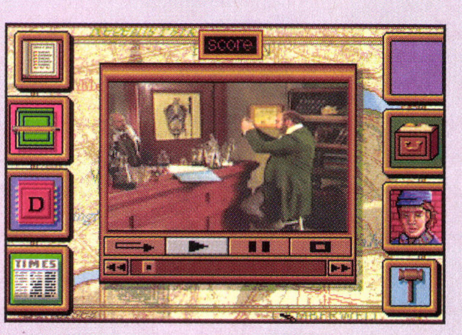
As in Vol. I, the game hinges around its interface, a series of icons which surround the main display screen. A notebook is available, as is that day's Times. The relevant newspaper pages are also included with the package, which saves the user quite a bit of time.

The directory is probably the game's single most important icon; players click on the name of the person they want Holmes or Watson to interrogate, then click on the carriage icon in order to transport them to the appropriate location. Holmes' files are also available, as are the services of the Baker Street Irregulars, who periodically unearth valuable bits of information. Finally, when the identity of the guilty party has been pierced and sufficient evidence to convict collected, the player can send the scoundrel to court by clicking on the gavel icon.

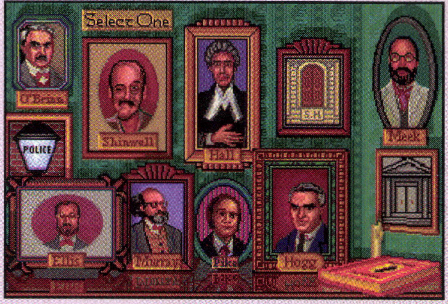
The graphic displays consist of 90-plus minutes of full-motion video sequences, supplemented by drab black-and-white sketches showing locations and illustrating voice-over commentaries. If the player opts to question an irrelevant witness, the visit is short-circuited at the destination with a sketch of the location accompanied by appropriate voice-over ("All this way for nothing!"). The video segments can be manipulated through a VCR-style interface similar to the first game's, allowing the user to replay or fast-forward through sequences.



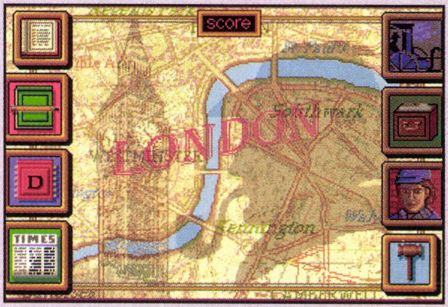
All interviews will be shown in live, full-motion video!



Interviews may lead to a dead end or information that breaks the case wide open.



Information will be available from many different places and people



Travel around London to interview suspects and gather clues to prove your case.

It's important to understand that players do not *become* Sherlock Holmes in these mysteries; instead, they send Holmes and Watson to designated locations, record information and reach Sherlockian conclusions. There is no player input on either the questions or the attitude with which they are delivered.

Obviously, the mysteries are not replayable. Also, if Holmes visits the same location ten times, the same video sequence continues to replay itself; the characters don't ask why Holmes is repeating the same questions over and over, which weakens the realism of the experience. Users should also note that the instructions are incorrect in giving "SH2" as the command for loading the game; it's actually "SHII".

Otherwise, given its technological limitations, this second volume of Icom's Holmes mysteries shows significant improvement and promise for the future. ***-Bill Kunkel***

Willy Beamish

by Dynamix
for PC CD-ROM

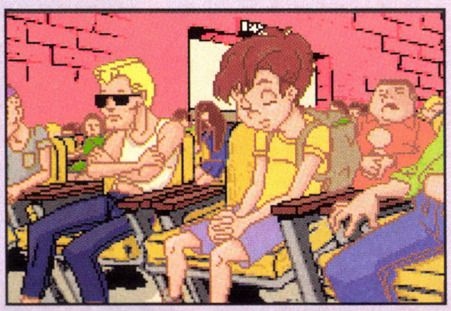
Willy Beamish is nine-years old, and the point of the computer adventure bearing his name is to make those who play it remember what it was like to be nine-years old. Of course, *real* nine-year olds might also play it, but that would almost be cheating.

The original, floppy disk version of The Adventures of Willy Beamish was generally enjoyable, visually attractive and easy to play. Willy is a less demoniac Bart Simpson, whose troubles are more likely to stem from his pet frog, Horny, making inopportune appearances than from, say, mounting a terrorist attack on a day camp. Willy is Tom Sawyer in modern America, with a frog in his pocket and the world in the palm of his hand. His current mania is playing video games, and more than anything he wants to make it to the "Nintari" video game finals in New York City, but he has much to overcome, first.

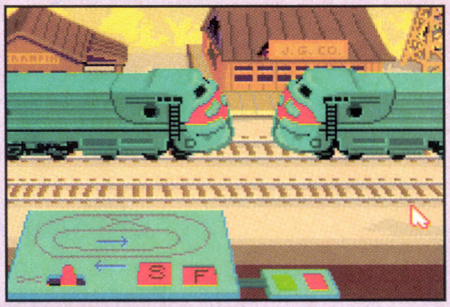
He also periodically communes with his grandfather's ghost.

The game design has imperfections, of course. Willy Beamish can be very confining, with player input limited to a couple of thin action games and making dialogue selections from a menu of two or three phrases. There are too many locations where Willy can't do anything and too many objects he can't interact with. The game is heavily streamlined through the use of smart cursors and hot spots, which highlight the cursor when the player passes over them. But when Willy enters his treehouse and is unable to interact with his baseball bat, Jolly Roger, and other treasures, the interface becomes stifling.

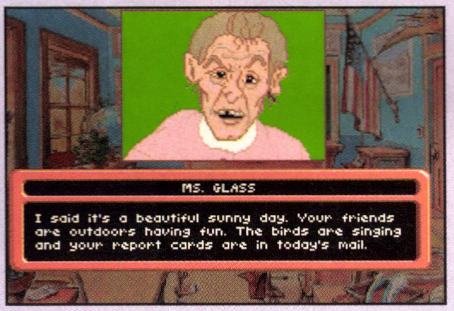
The major innovation in the CD conversion is the addition of speech. Now we can actually *hear* as well as see the spittle spewing from the mouth of old Ms. Glass, Willy's cracked but crafty teacher. We can hear Horny croak and schoolmates kibitz. And, of course, we can hear Willy. Unfortunately, this doesn't always work out as well as one might wish.



The long introduction features full voice and excellent graphics.



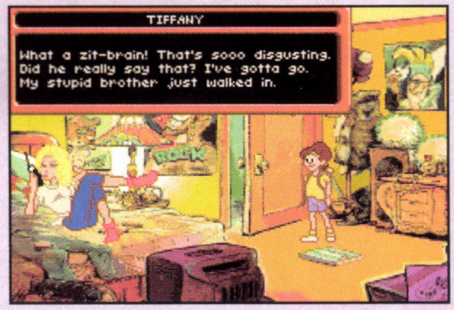
If Willy wrecks his father's prized train set, he'll really be in the soup!



MS. GLASS

I said it's a beautiful sunny day. Your friends are outdoors having fun. The birds are singing and your report cards are in today's mail.

Ms. Glass may be old, but she has the eyes of a hawk! Willy will have to watch out!



TIFFANY

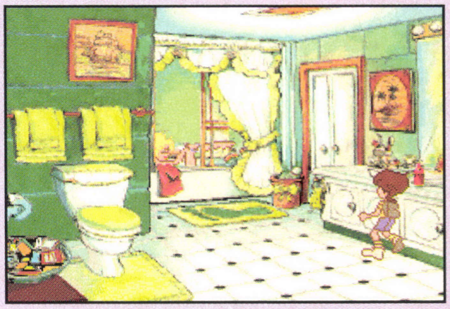
What a zit-brain! That's sooo disgusting. Did he really say that? I've gotta go. My stupid brother just walked in.

Willy must get the key for his Nintari from his sister.

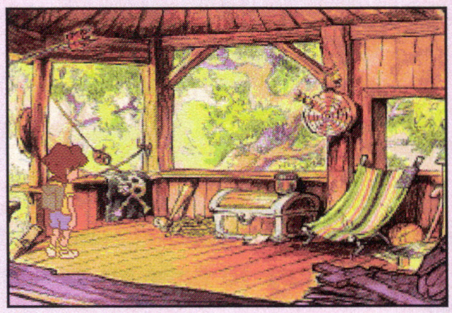
The actor who performs the voice characterization for Willy adds some distinctly unpleasant overtones to certain phrases. Dialogue that seemed gushing and boyishly enthusiastic when read as text often becomes smug and boastful as delivered here. Especially tough to take is the scene in which Willy crows to classmates about how he's going to win the Nintari video game competition over his summer vacation.

Willy's success, or lack thereof, is measured on the cutesy Trouble-Meter. This thermometer-like gauge moves steadily upward as Willy's indiscretions mount, until the needle finally hits the top and Willy is sent to the world's worst military school, where they shave his head and promise brutal treatment as a somewhat questionable game-ending scenario.

When characters speak, the entire screen darkens in order to highlight a pop-up window bearing their name and likeness. Unfortunately, the head-shot animations are too limited. Willy, for example, maintains the same blithe expressions whether he's happy, fearful, boastful or sad.



Both the bathroom (above) and the treehouse (below) have important items.



At its best, Willy Beamish is a delightful and exhilarating time machine that lets us experience life through the eyes of a pretty interesting kid. At its worst, it's a lock-step adventure full of locations that can't be explored and objects that can't be examined. Sometimes, it's both things simultaneously. But then, in a world inhabited by nine-year olds, *anything* is possible.

-Bill Kunkel

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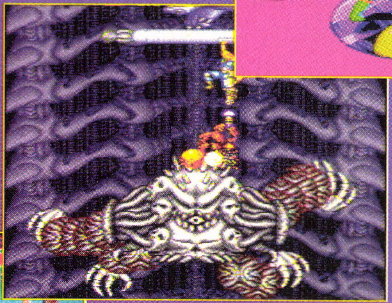

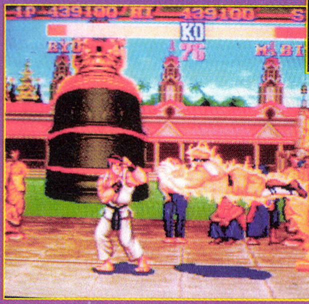

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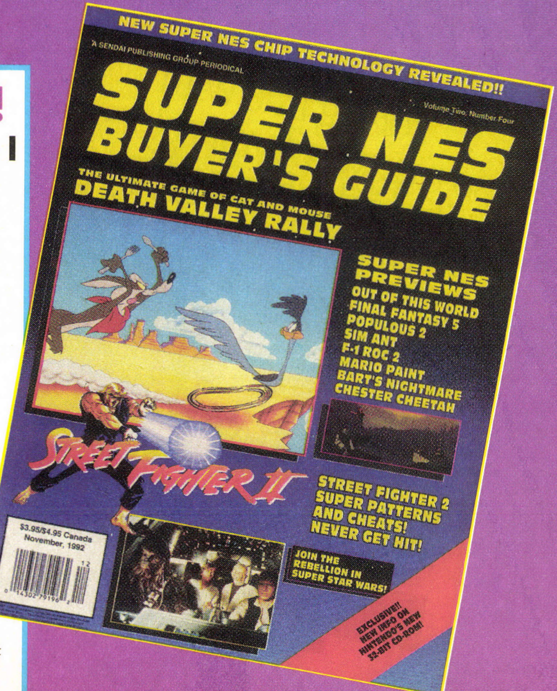

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Time Almanac 1992

by Compact Publishing, Inc. for PC CD-ROM

The multimedia edition of the 1992 Time Almanac is an impressive collection of the sights, sounds and information that have made up the fabric of modern life. This astonishing assemblage of material is accessible through a user-friendly, point-and-click interface featuring a series of offbeat icons from magazine covers to campaign buttons. Time Almanac 1992 not only provides detailed coverage of the recent past, but reaches back decades to illuminate the better part of the century.

The basic program comprises six areas: Time Weekly Issues, Portraits, United States, Highlights, NewsQuest and the World. The weekly issues contain the entire text of every issue of Time from 1989 into 1992. Portraits offer text, photographs and full-motion video to produce multimedia essays on eleven Time cover subjects who shaped the world. The modules covering the U.S. and the World are almanacs, with sections devoted to statistics, facts and organizations as well as Federal and State directories. Time Highlights offers articles covering the '80s and '90s by year, and 1920-1980 by the decade, with a special section on elections. NewsQuest is a current events quiz containing over 1500 questions.

Look over the biggest events of 1992 with Time Magazine's 1992 Almanac.

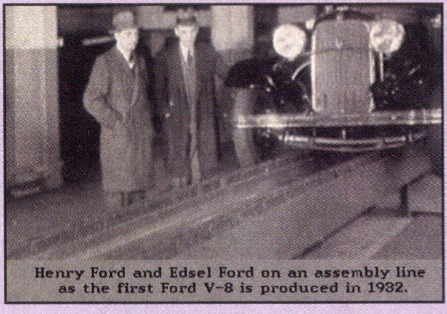
Each of these sections can be accessed directly off the main menu, with a set of standard menu options available for each category. The Browse command brings up a series of menus and sub-menus for checking out each module, while Search allows the user to enter key words in order to track down specific subjects. View helps the user find any visual material, including photos, videos, charts, maps or Time magazine covers. File handles such practical functions such as listing, printing and saving material.

An especially useful feature of Time Almanac 1992 is the Links option. Material in one article invariably leads to photos, videos, articles, etc. located elsewhere on the program. The Links feature lets the user directly access related material without recourse to the Search or Browse commands. If the article currently being examined by the user has any available linkage with other material on the disk, the appropriate category will appear on the screen. These categories include other articles, photos, videos, charts and maps.

Users who dislike reading extensively from a monitor screen can print out articles, or portions thereof, with two simple menu commands for hard copy perusal.

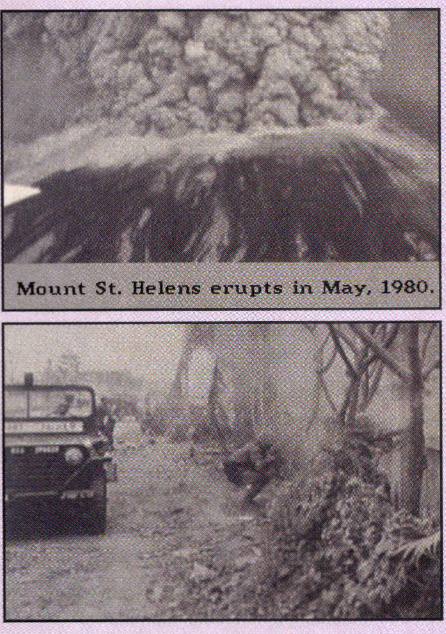
Time Almanac 1992 is an invaluable reference work that should become a staple of every CD library. Moreover, the addition of sound and video give it a dramatic power that no hard copy reference book could hope to possess.

-Bill Kunkel



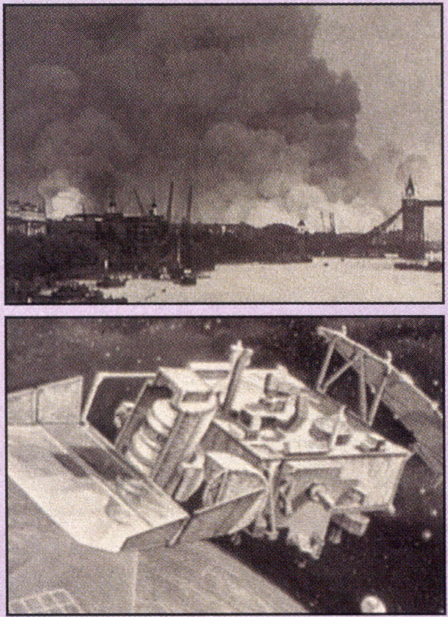
Henry Ford and Edsel Ford on an assembly line as the first Ford V-8 is produced in 1932.

You can take a trip back through time, looking at major events of the past century.

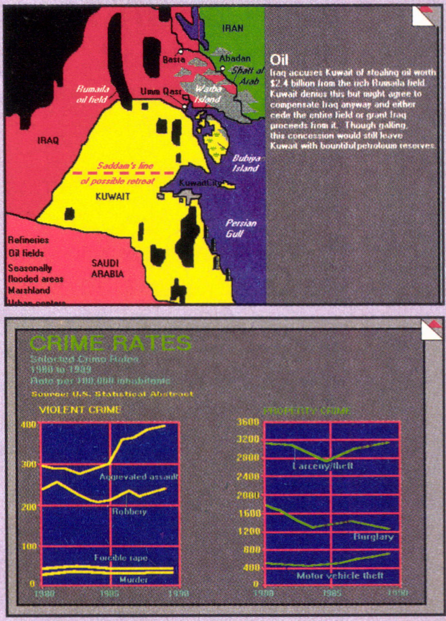


Mount St. Helens erupts in May, 1980.

Time's noted war photography is in large supply on this CD alamanac.



In addition to photography, this disk includes artist renderings.



Oil

Iraq accuses Kuwait of stealing oil worth $2.4 billion from the rich Rumaila field. Kuwait denies this but might agree to compensate Iraq anyway and either cede the entire field or grant Iraq proceeds from it. Though galling, this concession would still leave Kuwait with bountifulpetroleum reserves.

IRAN
Basra
Abadan
Shatt al Arab
Rumaila oil field
Umm Qasr
Warba Island
IRAQ
Saddam's line of possible retreat
Bubiya Island
Kuwait City
KUWAIT
Persian Gulf
Refineries
Oil fields
Seasonally flooded areas
Marshland
SAUDI ARABIA
CRIME RATES
Selected Crime Rates
1980 to 1989
Rate per 100,000 inhabitants
Source: U.S. Statistical Abstract
VIOLENT CRIME
400
300
200
100
0
Aggrevated assault
Robbery
Forcible rape
Murder
1980
1985
1990
PROPERTY CRIME
3600
3200
2800
2400
2000
1600
1200
800
400
0
Larceny/theft
Burglary
Motor vehicle theft
1980
1985
1990

Graphs, figures and maps bring the data to life in the Time 1992 Almanac.

CD-ROM SHOWCASE

Murmurs of Earth

TheVoyager Interstellar Record
by Warner New Media
for PC CD-ROM

Remember the Voyagers? The original spacecraft and its sequel, Voyager 2, have already travelled billions and billions of miles through outer space, transmitting whatever they saw or heard back to a waiting Earth. Theirs was a one-way mission, and the Voyagers have already passed out of our solar system into interstellar space, but their radio transmitters are probably good for another 25 years or so.

Although the Voyagers were on a one-way trip, the communication system that was the reason for their existence was two-way. Not only did it feed information back to NASA, but on-board these travellers through space was imbedded a message for any extraterrestrial eyes that might scan it one of these eons. The message consisted of a phonograph record along with 116 pictures and diagrams, prepared by an elite team assembled by NASA for that purpose, which attempted to communicate the essence of humanity and the world we inhabit. Purée of mankind.

Murmurs of Earth is based on the book of the same title written by two members of that team, Ann Druyan and Carl Sagan. Rather than relate the story of how the sights and sounds were selected, however, this CD program is a duplicate of the actual message. Contained on this disk are all 116 pictures, all but 19 in black and white, along with the complete audio recording of welcome to our neighbors in space.

The photos are run through a CD-ROM computer drive, while the audio can be heard by running it on any audio CD player (after skipping Track 1, which contains only computer data). The photographs include a Solar Location map, pictures of every planet in our star system, a snowflake, family portraits, silhouettes of a human male and female and much more. The audio begins with a greeting from the Secretary General of the U.N. and goes on to include greetings in 55 languages, natural sounds such as thunder, wind and rain, and even the soft smack of a kiss.

Heaven only knows what the bug-eyed slugworms of the planet Mu-Tarr will make of all this, but for us earthbound types, the only imaginable reason for owning Murmurs of Earth is as a historical curiousity. Since the video/computer portion of the program has no sound, it's pretty tough going, cosmic implications and all.

The audio portion, at least, features some classical music, which comes as a pleasant change from being welcomed nearly to death by everyone from the Sumerians to the whales. The Brandenburg Concerto No. 2 in F, by Bach, as performed by the Munich Bach Orchestra, is very impressive, as are some of the more exotic recordings. Even Chuck Berry made it, with a rousing rendition of "Johnny B. Goode." In fact, there was a popular joke back in the 80s to the effect that aliens get their hands on Voyager decades from now and are finally sending back a message. The greatest minds from every nation labor to translate the response, which eventually turns out to be: "Send more Chuck Berry!" After listening to this CD a few times, you'll understand how those apocryphal aliens might feel.

Otherwise, as long as the local library has a copy, most users will probably be able to live without Murmurs of Earth.

-Bill Kunkel

Zombie Dinos

From Planet Zeltoid
by Philips POV Entertainment
for Philips CD-I

The premise for Zombie Dinos sounds interesting. You, named Rocket Scientist, travel back in time to protect some dinosaurs from being transported to the future to cause havoc in major cities. To do so, you need to figure out the type of dinosaur being targeted by Harry the Harrier and the evil Brain Blobs while tracking the creature. It's sort of like Carmen Sandiego in prehistoric times.

The graphics and audio do justice to the CD-I system. The various dinosaurs animate well and the voices sound as if the person is in the same room with you and not talking to you via CD. Unfortunately, the game also has a series of problems that make the whole project seem rather confusing.

It is difficult to track the dinosaurs since you are given only a very general idea of where the creature is to begin with. It's hit and miss until you are lucky enough to stumble on an area with a clue.

The main problem with Zombie Dinos, however, is that it does not seem to target any specific audience. It's billed as an educational program, and in many ways it is, since in tracking the dinosaur, you learn a considerable amount about the dino in danger. You also need to identify the dino you are tracking, and this is where the game breaks down.

For most people, picking out the correct dinosaur, even with the clues collected, is a difficult task. You can access an encyclopedia, but this takes staggereing amounts of time off your clock, making it nearly impossible to win. Once the dinosaur is found, a series of questions must be answered, and again, these questions require a good store of knowledge about dinosaurs to be answered accurately.

The final analysis is that Zombie Dinos says that it will teach the user about dinosaurs, but to play the game well, one needs to already know a considerable amount about dinos. Perhaps an encyclopedia that took no time off the clock would have made the game for playable for non-paelentologists.

-Steve Honeywell

Lords of the Rising Sun

by Philips POV Entertainment for Philips CD-I

In Lords of the Rising Sun, you are called upon to restore honor to your family name. The Tiger Clan has been spreading death and destruction and many have suffered. An impassioned plea by an imprisoned maiden sets you on a quest to defeat them and restore peace.

You must marshall your samurai and seek aid from other towns and fortresses. Those who would not be your allies must then be your enemies, so you will have to build strong armies to survive. From there you have to conquer all of the armies of the clans who oppose you.

In order to get anywhere at all in this game, you have to master a number of skills. These skills include pursuit of retreating enemy generals on horseback, defending against ninja attack, commanding your army on the field of battle, and laying siege to an opponent's fortress.

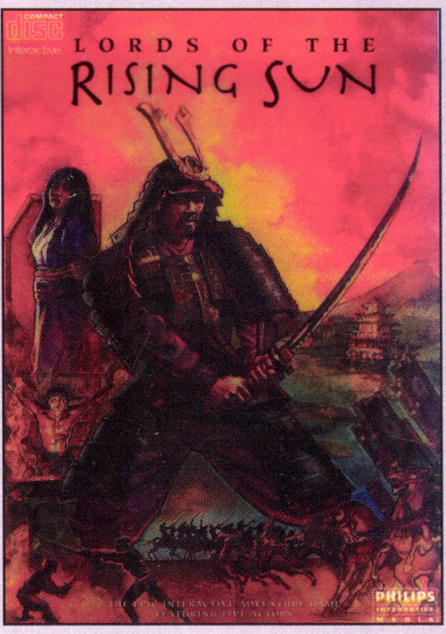
Unfortunately, several of these skills are difficult to learn with the controls you have available. A player would be well advised to spend a great deal of time honing them on the training grounds before attempting to play a full game.

On the map view, it can be difficult to distinguish between your units and those of the opposing forces, at least until you have played enough to be able to pick out the differences. You may also experience some problems in getting your troops to go where you want.

The game contains many of the same live-animation sequences and actual digitized voice as are found in many CD-I games. These features add a lot of color and flash to the game, which at times it needs to hold the player's attention.

As a conquest-type game, Lords of the Rising Sun leaves something to be desired. There are a number of features which display originality and do a decent job of keeping the player entertained. However, there is very limited control over your men in the battles. Considering the fact that this is a one of the most important parts of the game, that can be very disappointing for the player.

-Alex Rees



Laser Lords

by Philips Interactive Media for Philips CD-I

As CD-I games go, Laser Lords is, in many ways, par for the course. In the game, you (as the warrior) are faced with the task of finding the Condensation Crystal, which is used to stop the plot of the evil Sarpedon.

To prevent his taking over the galaxy, you must travel to seven different planets and interact with the people. You have many options with each person you meet and conversations can be long and informative.

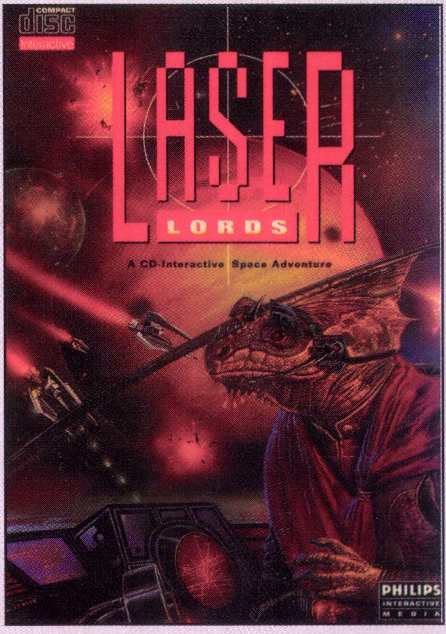
The game takes place on the seven planets and on your ship. While on the ship, you have very few choices. In fact, your possibilities are limited to beaming down to the planet you are orbiting or hyperspacing to the next world. The graphics here are very good, and your mentor animates very well.

Once on the planet, the exact reverse happens. You have dozens of options, but the graphics are terrible. When you talk to someone, a box pops up, giving you a view of the person, who invariably looks like a claymation marionette. The voices here are almost all annoying, as the people speaking overact to the extreme, peppering the CD with terrible accents.

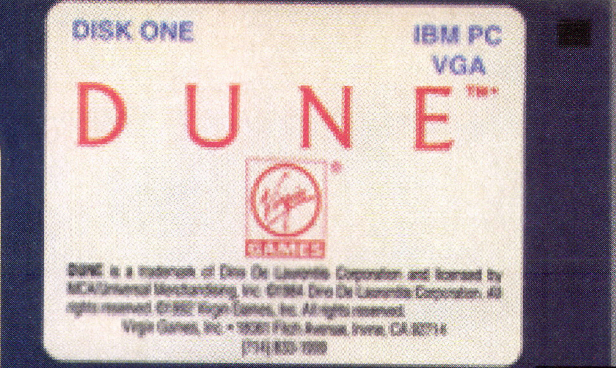
Laser Lords is to be an action game, meaning that much of the game requires good use of the controller. Laser Lords suffers from the problem that most CD-I games have had: the control scheme is nearly impossible to use. Fighting with enemies on the planet's surface is reduced to pushing the button on the controller and hoping you have a better weapon than he does.

More than anything, Laser Lords is frustrating. Since it wants to be an action title and the control of the game is so limited and difficult to use, playing the game is an endless ordeal in getting killed, lost and beaten. Even with a good control scheme, Laser Lords would probably not have been a great CD game anyway, since the graphics through most of the game look childish, much in contrast to the rather serious nature of the game. In short, it doesn't seem that the project was well thought out from its inception.

-Steve Honeywell



GAME OVER!


DISK ONE
IBM PC
VGA
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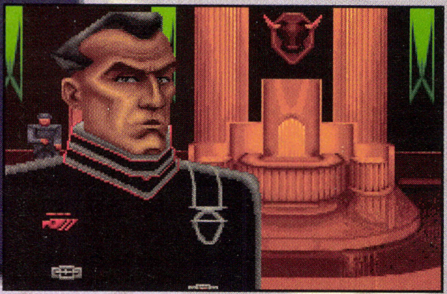
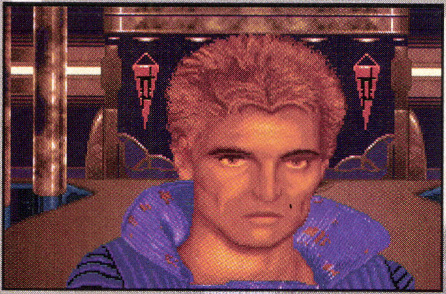
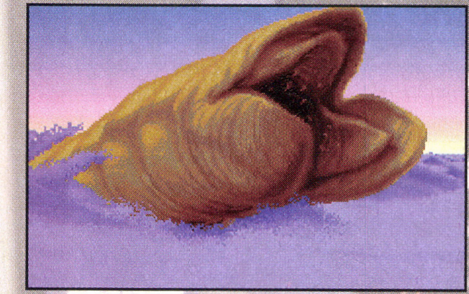
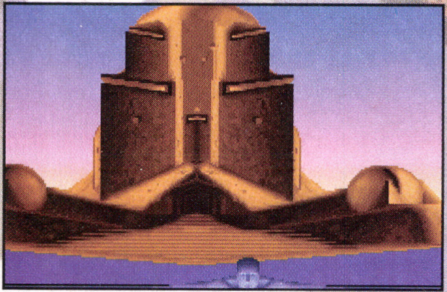
GAMES

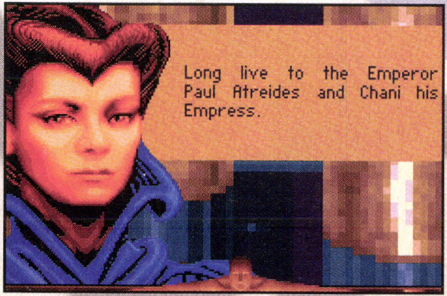
DUNE





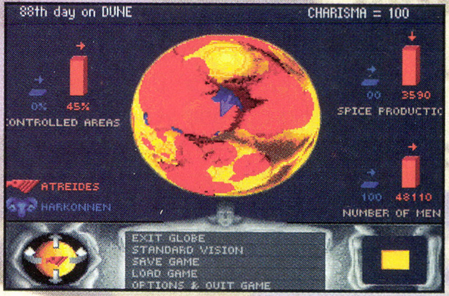






Long live to the Emperor Paul Atreides and Chani his Empress.

The Atreides clan arrived on Arrakis by order of the Emperor Saddham IV. Their duty was to extract the priceless spice, Melange, from the sand-covered landscape. There they encountered their long-time nemesis, the House of Harkonnen. Paul, the son of Duke Leto, set forth to discover the mysteries of Dune so that he could bring glory to the Atreides name. During his exploration of the planet, he befriended the native Fremen and found out that they were being exploited by the Harkonnens to mine the Spice. With his natural charisma and aided by a ancient Fremen legend, Paul won them over to his side and began training them to throw off the yoke of Harkonnen rulership. His exposure to the spice and the mystical Waters of Life unlocked unknown powers from within. These powers allowed Paul to communicate with the Fremen over great distances and coordinate a massive assault on the Harkonnen fortress. Followed by an army of soldiers, Paul penetrated the thick walls upon the back of a Sand Worm. Within the throne room, Paul uncovered a plot by the Emperor to destroy the Atreides by pitting them against their enemies. Armed with this knowledge, the people of Dune overthrew the treacherous Saddham IV and proclaimed Paul and his lovely Fremen mate, Chani, as their new rulers. The prophecy is fulfilled, and Arrakis and the spice belong to the clan Atreides.


88th day on DUNE
CHARISMA = 100
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45%
CONTROLLED AREAS
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SPICE PRODUCTIO
ATREIDES
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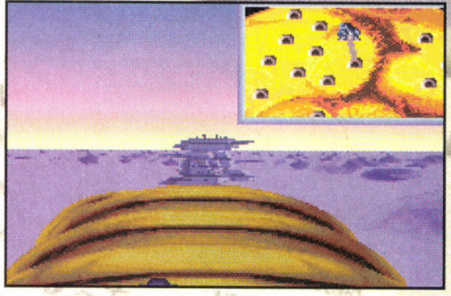
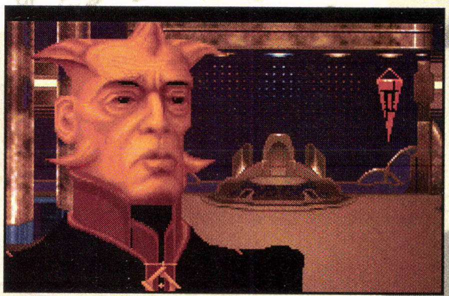
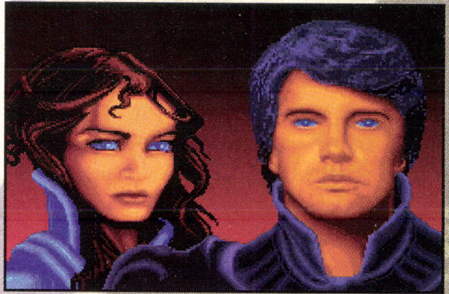
NUMBER OF MEN
EXIT GLOBE
STANDARD VISION
SAVE GAME
LOAD GAME
OPTIONS & QUIT GAME

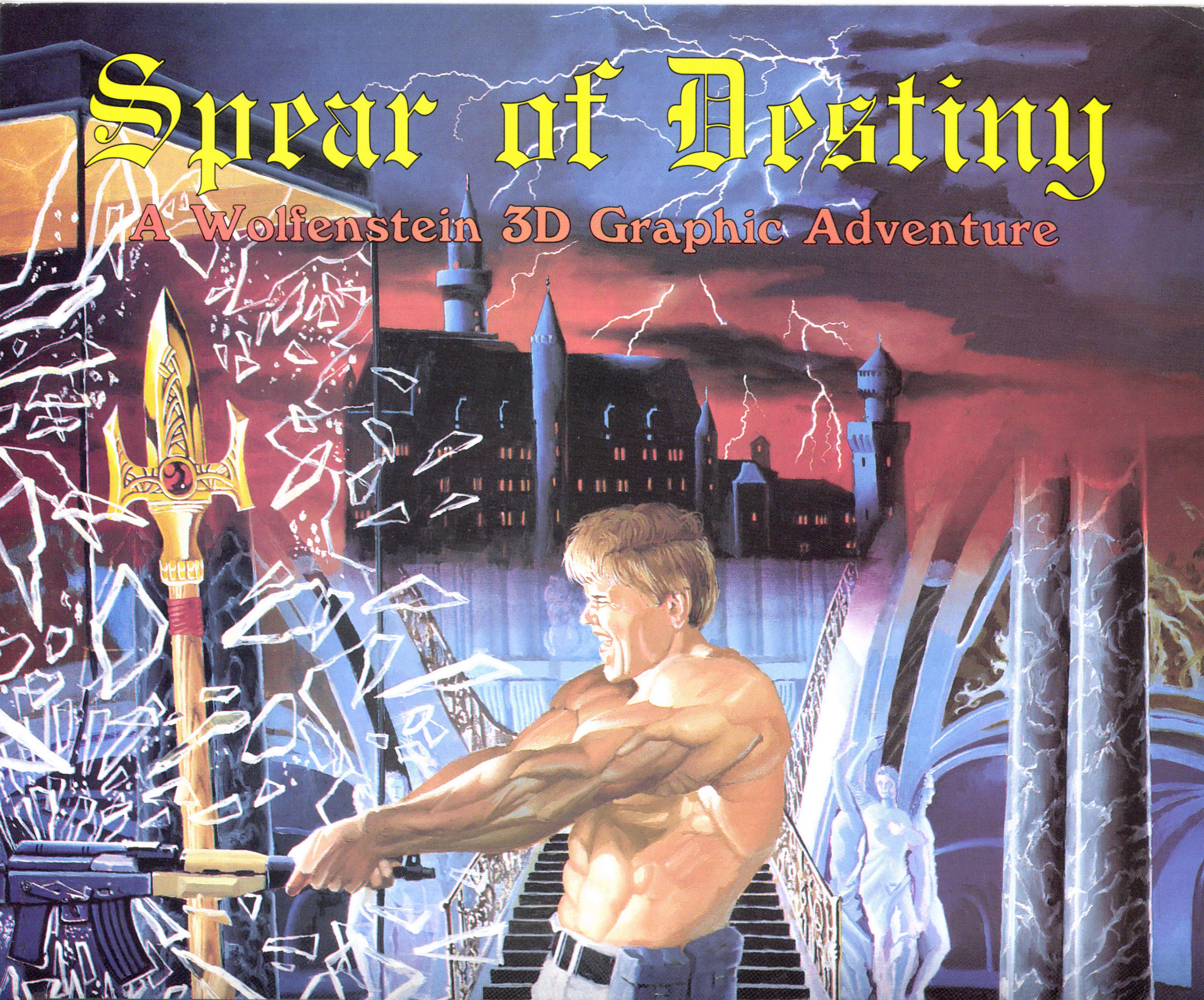


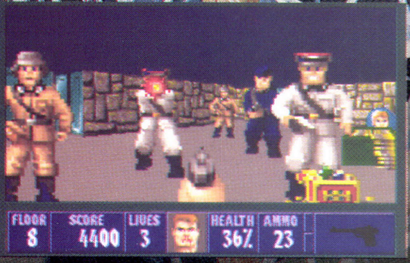


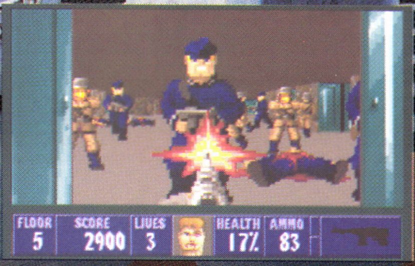


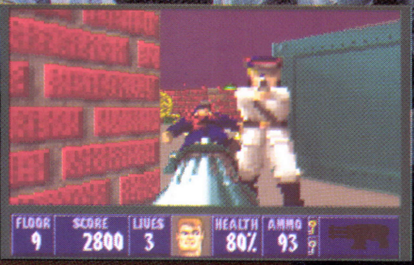
Spear of Destiny

A Wolfenstein 3D Graphic Adventure









Virtual Reality!

Spear of Destiny brings virtual reality to the PC, hurling you into an intense battle between good and evil in which only *you* can save the world! A breathtaking musical soundtrack sets the mood, while amazing ``first person'' visual perspective and spectacular digital stereo sound effects give an experience like no other game you've ever played!

Features!

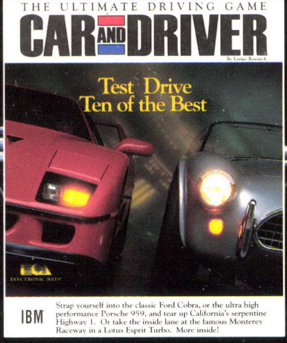
- spectacular VGA virtual reality system
- breathtaking musical soundtrack for Adlib, Sound Blaster
- digitized stereo sound effects for Sound Blaster, Sound Source
- over 20 complete floors to cover
- 4 levels of play difficulty
- special extra challenges for advanced game players
- saves multiple games in process

What the Reviewers Say!

- ``the player is `there' like no game I've ever played...''
- ``the sound and the visual action, is frighteningly realistic...''
- ``I can't remember a game making such effective use of perspective and sound and thereby evoking such intense physiological responses from its players.''

Game by id Software. Published by FormGen Corporation, Box 279, North Andover, MA, USA, 01845-0279 (800)263-2390 (416)857-4141 Fax: (416)857-4531

GO AHEAD. INDULGE YOURSELF.



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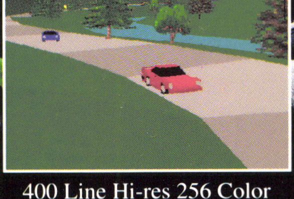
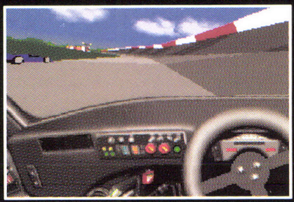
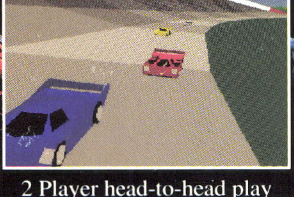
ELECTRONIC ARTS

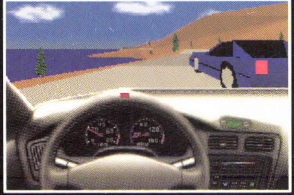


400 Line Hi-res 256 Color VGA Graphics





2 Player head-to-head play via modem or network



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